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SEPTEMBER/OCTOBER 1987 ISSUE NO. 7
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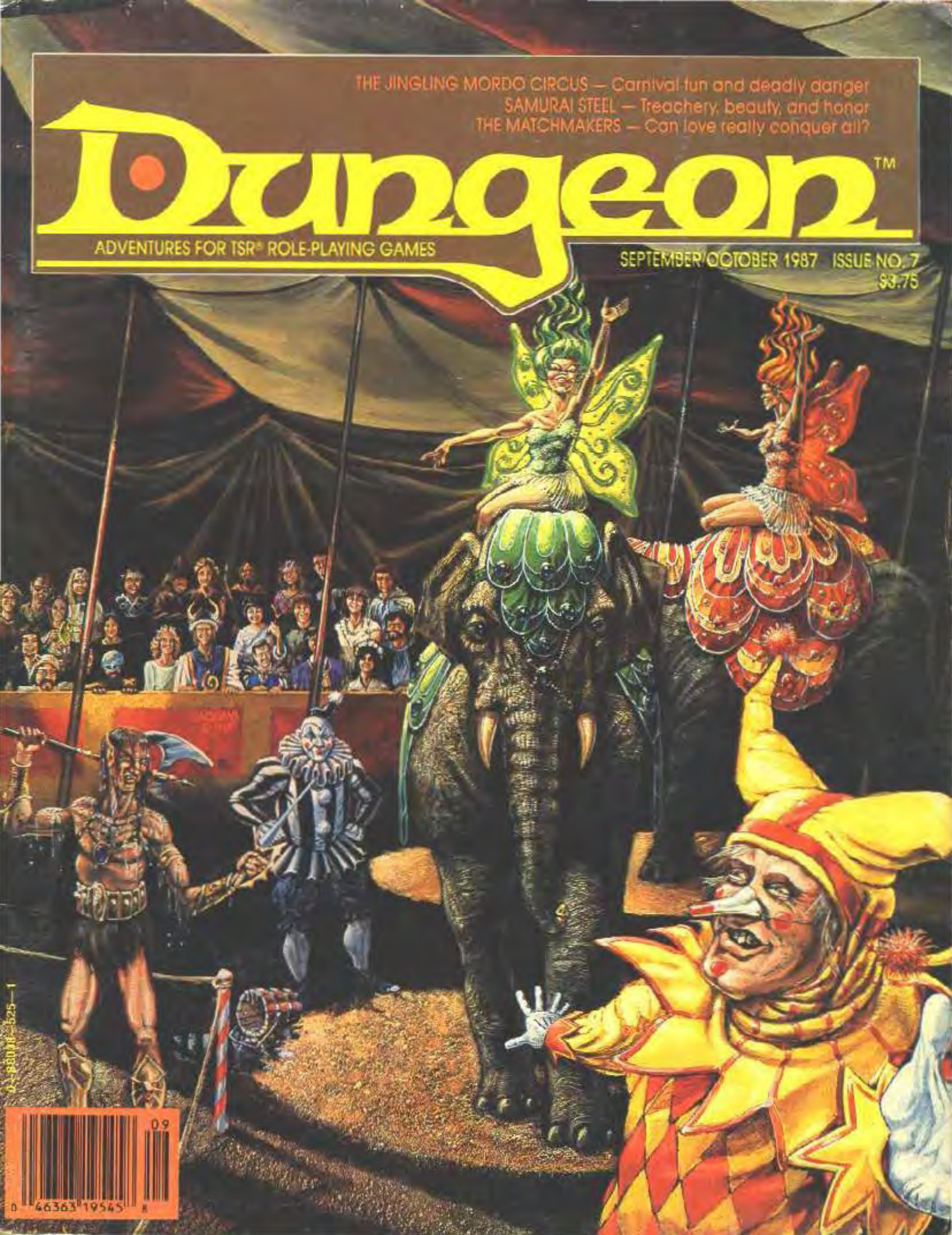

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Dungeon™

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

SEPTEMBER/OCTOBER 1987 ISSUE NO. 7

COVER: For adventurers tired of crawling through dank dungeons, the circus has come to town. Paul Jaquays captures the action in the center ring of *The Jingling Mordo Circus.*

Another Year, Another 287,953 Words

Welcome to the first issue of DUNGEON Adventures' second year of publication. We're very excited because this is the first issue that will be on sale at hobby shops and bookstores, right next to DRAGON® Magazine. A limited quantity of back issues from our first year are still available. See page 64 for ordering information.

Don't forget to check your mailing wrapper (the one you just threw away) to see when your subscription expires. If you've been with us since issues 2 or 3, it's time to renew your subscription.

We're also offering our subscribers an opportunity to receive two free issues of DUNGEON Aventures for each friend they recruit as a subscriber. See the special card in this issue for details, but remember that this offer is only good until December 31, 1987. A subscription to DUNGEON Adventures makes an excellent holiday gift, and you'll receive your own gift of a two-issue extension to your subscription for each person you sign up. If you are not a current subscriber (or if you need to renew), you can still take advantage of this offer by sending your own subscription order along with those of your recruits (but you may not, however, recruit yourself).

We'd also like to issue a plea for more letters from readers. The only way that we know we're giving you what you want (or don't want) is if you let us know. Write and tell us what you'd like to see in future issues and what directions we should take. Editors get lonely, too, and we love to hear from our readers.

Barbara G. Young

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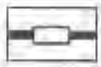
"A mile won't wait to be walked, and the road won't nap until my foot is upon it."

Broco the dwarf
Greyfax Grimwald, Niel Hancock

MAP SYMBOLS

These symbols are used on most maps in DUNGEON™ Adventures


DOOR

DOUBLE DOOR

SECRET DOOR

ONE WAY DOOR

FALSE DOOR

LOCKED DOOR

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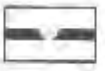
CONCEALED DOOR

BARRED DOOR

PORTCULLIS OR BARS

ONE WAY SECRET DOOR

WINDOW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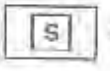

SECRET TRAP DOOR

LETTERS

Dear editor:

I read through the first two issues of DUNGEON™ Adventures and was amazed. The modules were interesting and smooth flowing. I am a dwarf fan and could not resist introducing the intrigue of "In the Dwarven King's Court" into my campaign. I thought the art was great and the characters were well thought out.

However, I do think some improvements in DUNGEON Adventures should be made. First, the magazine should be available in stores and not through subscription only. I do not like subscriptions because the magazines often get damaged. Some small tears in the cover greatly devalue the magazine and make it less appealing to collectors.

Also, I think it is reasonable to ask you to publish modules from other TSR products. Personally, I would like to see STAR FRONTIERS® and BOOT HILL® game modules in the pages of DUNGEON Adventures. It would not have to be a lot; maybe just one module a month. Throw it out to the readers and see if more people want this or not.

Finally, I would like to see more short modules. They are easy to read and can be played in one night of gaming.

Guerrino Suffi
Addison, Illinois

As of this issue, DUNGEON Adventures should be available in book stores and hobby shops. Those of you who receive it by subscription may have noticed it is several weeks early. We're now on schedule to mail out your copies so that you receive them at the beginning of the first issue month. You should be receiving this September/October issue in late August.

Most of the mail we've been getting has been in support of maintaining DUNGEON Adventures' policy of publishing only D&D® and AD&D® game modules. We haven't planned any changes to this policy.

We like to publish a variety of lengths of modules in each issue. Issue #5 had seven modules; issue #6 had six. Our goal is to publish two fairly short modules, several medium-length ones, and one larger feature module each issue. Of these, we try for at least one D&D adventure and one "special": an Oriental Adventure *or one set in the DRAGONLANCE®, BLACKMOOR™, FORGOTTEN REALMS™, or the WORLD OF GREYHAWK™ settings. Of course, we can only publish what is submitted. At the moment, we have plenty of AD&D adventures of all types and levels, but only a few D&D and* Oriental Adventures *modules on hand, and none set in the other worlds mentioned. If you're interested in designing a module for publication, send a stamped, self-addressed envelope to: Module Guidelines, DUNGEON Adventures, P.O. Box 110, Lake Geneva WI 53147.*

(continued on page 7)

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NIGHTSHADE

BY NIGEL D. FINDLEY

It's a wizard's privilege — and curse — to change his mind.

Artwork by Valerie Valusek
Cartography by Diesel

Nigel Findley's first module, "Caermar," appeared in DUNGEON™ Adventures #2. A world traveler before the age of 10, Nigel has lived in such diverse places as Venezuela, France, Nigeria, and Texas. Reluctant to spend his days irradiating fruit flies, he abandoned a career in genetics to become a writer. You'll be seeing more of his work in future issues.

Nightshade is an AD&D® game scenario for 1-4 characters of 1st to 3rd level. Characters need not be well equipped; in fact, this scenario is probably more enjoyable if the PCs are new to town, poor, and ill-equipped. This adventure is designed to be sprung on PCs any time they are in a city and nothing else is happening.

Adventure Background

While wandering the city streets late one afternoon, the PCs are approached by a foppish man with smooth, courtly manners.

The man is Olias Sandhillow, a self-described "noble of some little standing" who wishes to hire the PCs' services for a trifling errand. It seems that Olias has commissioned the wizard Nightshade to concoct a potion — "I should say a medicine, actually . . . for a lady" — and it should now be ready. Claiming other engagements, Olias requests the PCs to pick up the medicine for him. Would 50 gp — 20 now, the balance on delivery — be sufficient?

Although this is obviously a lot of money for a simple errand, Olias will not elaborate no matter how hard he is pressed, saying simply that he is willing to pay for promptness and efficiency. If the PCs accept his offer, he counts out 20 gp from his purse and instructs the PCs to meet him at a nearby tavern, with the merchandise, in three hours. He also tells them where Nightshade's place of business is located: "Across town, just off Silver Square opposite Cheap Street. You can't miss it."

For the Dungeon Master

Olias Sandhillow has neglected to tell the PCs certain things about the "trifling errand." The facts are that Olias Sandhillow is a womanizer of some note, belonging to the "love them and leave them" school. His latest conquest is Jessa, the young (and *very* naive) daughter of a highly placed government minister. Unaware of how such games

are played, Jessa honestly believes that Olias's attentions mean that he truly loves her, and she wishes to declare their love publicly.

This is the last thing Olias wants, for several reasons. For one thing, such a declaration might lead to marriage vows, which Olias has spent his whole life sidestepping. More important is the fact that Jessa is the daughter of a very overprotective father who also happens to wield much power, political and otherwise. Should he find out that Olias has despoiled his daughter, he would probably react by making life very difficult for Olias. Even worse, it's not unlikely that he would discreetly contact the Assassins Guild.

Olias has persuaded Jessa to keep "their" secret for the moment, but realizes he doesn't have long until word reaches her father . . . and the streets. Rather than have Jessa killed (the obvious, though cold-blooded, way out), Olias has turned to a powerful wizard — Nightshade — to concoct a potion of *amnesia* to make Jessa forget all about him and their relationship. It is this potion, a powerful extract of obliviax (memory moss), that Olias has hired the PCs to retrieve.

Olias hired outsiders to make the pick-up for two reasons. The first is that he does not want to meet with Nightshade again (for reasons that will become apparent). The second is that he expects someone to try to stop the delivery. Even a noble of little standing has enemies; somehow, Olias's have found out about Jessa and would love to see the word get out. They themselves must avoid being implicated in any way, so rather than spreading the news personally, they have decided to simply let Jessa do the telling, which involves preventing Olias from silencing her. They know about the commission with Nightshade but also prefer not to deal directly with the wizard. Rather, all they have to do is stop the delivery of Nightshade's potion. To take charge of this duty, they have hired an assassin, Sequius, and a fighter, Melor.

Note to the DM: Details about Olias's position and about his enemies have been left vague to ease integration of this scenario into any campaign.

Although deceptively mild-looking (to the point of seeming a wimp), Sequius the half-elf is a competent assassin, hired to do a job — in this case to stop the potion from reaching Olias. He will do it to the best of his ability but has no loyalty to his employers. If a fight goes against him, he will not fight to the death but will run or surrender. He was hired through intermediaries, so he doesn't know the real identities of his employers.

Melor is a hard, brutal-looking human who dresses in black. Like Sequius, he was also hired through intermediaries. Unlike Sequius, Melor doesn't have the wisdom to quit a losing battle. As a result, he is 75% likely to fight to the death.

Olias Sandhillow: AC 10; MV 12"; F4/T2; hp 25; #AT 1; Dmg by weapon type; S 12, I 13, W 10, D 13, C 12, Ch 15; AL CN; PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 85%; long sword, dagger in boot, gold chain (500 gp), gold ring (200 gp), 2 pp, 10 sp, 75 gp.

Sequius: AC 6; MV 12"; A4; hp 20; #AT 1; Dmg by weapon type; S 12, I 18, W 11, D 15, C 12, Ch 16; AL NE; PP 35%, OL 29%, FT 25%, MS 21%, HS 15%, HN 10%, CW 86%; scale mail, hand axe, light crossbow, 12 quarrels, six darts, 125 gp, 5 ep.

Melor: AC 3; MV 9"; F3; hp 22; #AT 1; Dmg by weapon type; S 16, I 12, W 6, D 12, C 14, Ch 13; AL N; splint mail, shield, broad sword, two daggers, 155 gp, 25 ep.

Crossing the City

The location given for Nightshade's establishment is a good hour away at a brisk walk, giving time for six encounter rolls on the "City/Town Encounters Matrix" on page 191 of the *Dungeon Masters Guide*. Each turn, roll an additional 1d10. A 1 indicates that some member of the party has noticed a suspicious character — namely, a shifty, sniveling gnome by the name of **Tris** (AC 8; MV 12"; F1; hp 4; #AT 1; Dmg by weapon type; S 11, I 9, W 8, D 11, C 14, Ch 8; short sword, leather armor), who was hired by Sequius to follow the PCs but not to confront them. If he notices that he has been spotted (85% chance), Tris tries to escape and hide. If he is caught and questioned, all he can say is that he was hired to watch the PCs; he doesn't know by whom or why. Tris fights only to save his own life.

When the PCs reach Silver Square, a bustling farmers' market, they find that "opposite Cheap Street" is a blind alley framed on three sides by two-story buildings. No doors or windows open onto the alley, and there is no sign of Nightshade's place of business.

If the PCs decide to question people in the market as to Nightshade's whereabouts, they get identical reactions from everyone: a guilty start of recognition at the name, then a hasty declaration that they "don't know nothin' about no Nightshade" and an attempt to get away from the PCs. If the questioning is performed by a PC with charisma greater than 14, he or she receives a hasty warning to stay away from Nightshade: "He's a bad 'un, he is." Obviously, Nightshade is widely known but also widely feared.

Once the PCs have turned their attention from the alley, a figure appears, standing at the mouth of the alley, watching the PCs across the market. The figure is tall and very slender, wearing a long black cloak with the cowl drawn up. Although the face is in shadow, it will be obvious to the PCs that it is watching them. Nobody else in the market seems aware of the figure (if asked, they lie and deny seeing the figure at all). When the PCs notice the figure and move toward it, it turns and walks slowly into the blind alley. Just before the PCs reach the mouth of the alley, the figure literally vanishes . . . but a door is now visible in the right hand wall of the alley. As soon as the door is noticed, a previously invisible window above the door opens and a bald man in a purple robe leans out, calling down kindly, "Well, at last, at last. I've been expecting you. Come in, come in. Go straight down the stairs. And hurry." With that, the man shuts the window. As soon as it closes, the window vanishes, leaving nothing but a blank wall. The door, however, remains.

Nightshade's Residence

The large shop on the right of the alley belongs to an armorer. According to all natural laws, the door in the wall should open right into that shop. The fact that it doesn't says something either about natural laws or about Nightshade's power. It is obviously impossible for the wizard's residence to be on the other side of that door — unless it actually exists on another plane.

Unless otherwise mentioned, all walls, ceilings, and floors in Nightshade's home are of fine marble. Doors

are of heavy, brass-bound oak. If the PCs are ever lucky enough to gain entry to Nightshade's residence again, the DM may decide that its layout and contents are totally different (the intent is to inject a sense of wonder into the PCs' lives).

Ground Floor

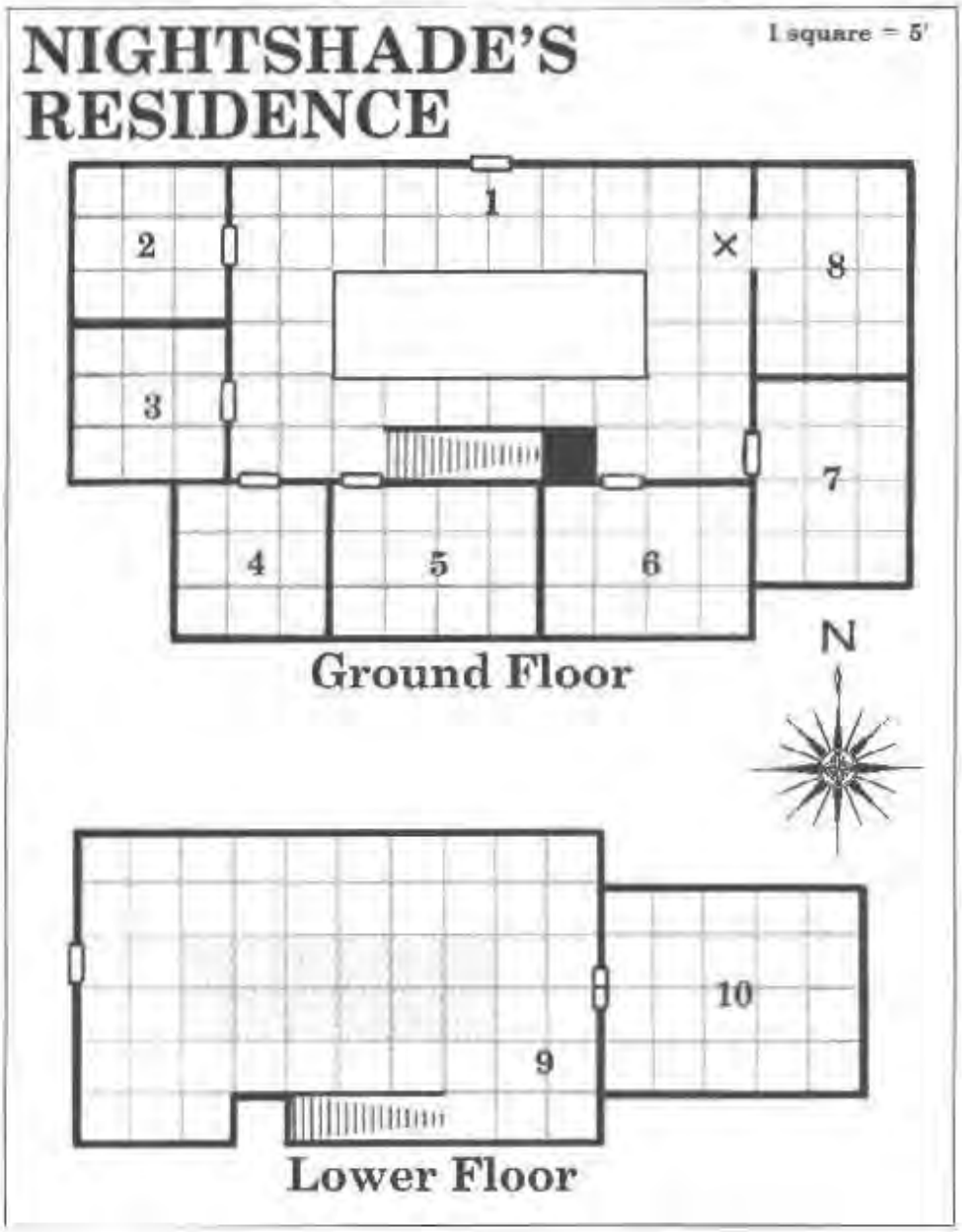
Unless otherwise stated, all doors on this level are closed but not locked, and open into the main hall.

1. Main Hall. The door from the street opens onto a large hall, well lit but with no obvious light sources. The center of the floor is open, looking down into another hall 15' below. There is no balustrade to guard the drop. Across the hall from the door, a stairway leads down, again with no balustrade to guard the opening. Six doors and an open doorway lead from the hall. Standing facing the opening into room 8 is the tall, black-cloaked figure that disappeared in the alley. The figure does not move or otherwise respond to the PCs unless it is touched, in which case it turns and attacks, throwing back its cowl to reveal its true identity, a **ghoul** (AC 6; MV 9"; HD 2; hp 14; #AT 3; Dmg 1-3/1-3/1-6; SA paralyzation; SD immune to *sleep* and *charm* spells; AL CE).

2. Trophy Room. The walls are draped in blue cloth and hung with a profusion of mementos of Nightshade's travels: strangely wrought weapons, weird works of art, ornate robes, and the like. Although they can be freely removed from the walls, these items are protected against thieves. If a PC tries to carry one from the room, he or she triggers a *symbol of stunning* cast on the doorway. This effect occurs each time someone tries to take an item out of the room.

In the center of the room is a large stone with the hilt of a broad sword protruding from it. The sword can be withdrawn by anyone with a strength greater than 12. The sword is a *broad sword +1, cursed* (as described on page 166 of the *Dungeon Masters Guide*) and is the only item in the room that does not trigger the *symbol* on the doorway.

3. Meditation Room. The walls are draped in gray cloth. Just inside the door, facing the blank west wall, is a comfortable armchair. When someone sits in the chair, soothing music issues from an unknown source and continues until the chair is vacated. The music is so soothing that the chair's occupant must save vs. wands or fall asleep (as per the spell *sleep*) for 4-40 rounds unless awakened by a companion.



4. Room of Silence. Nightshade sometimes uses this room for studying his spell books in complete peace. The walls are draped in black cloth. Against one wall is a finely carved oak table and a comfortable chair. On the table are two extinguished candles in gold candlesticks (worth 250 gp each), a quill pen, an ink pot, and a bookrest. Each candlestick has a permanent *silence 15' radius* spell cast upon it (courtesy of a cleric who owed Nightshade a favor).

5. Alchemical Laboratory. It is here that Nightshade endeavors to concoct a potion to cure, or at least ameliorate, his affliction (see room 10 for a description of Nightshade's problem).

The walls are draped in cloth that seems to be white. If the observer moves, however, the cloth appears to be

woven from threads of many brilliant colors. Against the south wall, a marble-topped table is covered with the tools of the alchemist's trade: beakers, burners, flasks, and retorts. All are empty except for one flask half full of Nightshade's latest attempt — an oily gray-green liquid with an unpleasant odor and worse taste.

This attempt has been as unsuccessful as all the others. Instead of a cure, Nightshade has managed to concoct a potion of *delusion*. If a PC so much as tastes the liquid, he or she must save vs. poison or believe that the potion has had a magical effect (roll on the Potions Table on page 121 of the *Dungeon Masters Guide;* alternatively, the DM can select a suitable effect). The PC only *believes* that the potion has had this effect; other than the delusion, the potion has no magical power. The beaker contains enough potion for four doses.

8. Summoning Room. Nightshade uses this room to summon the various otherworldly creatures required by his research. The walls are draped in red cloth, and the floor is inscribed with a pentagram within a magic circle. Off to the side is inscribed a thaumaturgic triangle (in case something goes awry, this is Nightshade's "fallout shelter"). In the southeast corner of the room is a brazier in which a fire burns.

Anyone entering the room immediately feels an overwhelming sense of looming presence, of being watched. The feeling springs from the fact that certain unearthly powers want some warning when Nightshade is about to summon them so they can take precautions. Other than being very disconcerting, this has no other effect on PCs, who may move around the room freely.

7. Display Room. The walls are draped in yellow cloth. Against the east wall of the room is a pedestal on which stands a small gold statue with a demonic face. The statue, which represents a mythical demon-god whom Nightshade believes might be able to cure him, appears to be worth about 2,000 gp. In fact it is made of *fools gold* and worthless.

8. Illusion Room. This room has no door, merely an open portal guarded by the ghoul described in room 1. Both this room and the ghoul serve Nightshade as a form of burglar alarm. Although the room can be entered without touching the motionless ghoul, anyone curious enough to overcome his fear of entering the wizard's home should be unable to bypass the ghoul without investigating.

The walls are draped in shimmering silver cloth. In the center of the room, facing the portal, is a chair on which sits a black-cloaked figure identical to the ghoul in room 1. In fact, the chair and figure are an *illusion* which can be dispelled by touch. If the *illusion* is dispelled, a dagger with a worked silver hilt (the item on which the dweomer was originally cast) becomes visible on the floor. The dagger is real and is worth 150 gp.

Lower Floor

9. Lower Hall. The lower hall is as well lit as the upper, but again no light sources are visible. The door to the west opens outward onto a forest scene. The view through the door is real; the door opens onto a forest glade about 20 miles from the city. If a PC steps through the door, he or she will be in the forest glade. Characters still within the room can see their friend outside, but the person outside can no longer see the door. Sound does not pass in either direction across the threshold. While PCs still within the room can easily show a wayward PC the location of the doorway by sticking arms, spears, etc. through, without such aid a PC has only a 50% chance of finding the way back through alone.

10. Nightshade's Room. The double doors open onto a richly carpeted room with a 15'-high ceiling. The walls are of even richer marble than the other rooms, here veined with gold. The room is lit, again with no obvious source. This time, though, the light is richer in reds, reminiscent of a sunset.

In the center of the room is a large table. Seated behind it is a bald man dressed in a purple robe — Nightshade.

Nightshade: AC 10; MV 12"; MU10; hp 28; #AT 1; Dmg by spell and weapon type; S 9, I 17, W 14, D 12, C 10, Ch 11; AL CN; wand of *magic missiles*, dagger, potion of *amnesia;* spells: *comprehend languages, dancing lights, magic missile, shocking grasp, darkness 15' radius, detect evil, fools gold, scare, blink, fireball, protection from normal missiles, fear, fire shield, Bigby's interposing hand, feeblemind.*

Nightshade is a handsome man with a shaven head and piercing gray eyes. When he moves, it is with the power and grace of a lion. His age is impossible to discern — young enough to remain physically menacing, yet old enough to have witnessed much of his share of life. His voice is usually quiet but can take on the harshness of a whip.

Despite his earlier friendly greeting, it is with this whiplash voice that Nightshade greets the PCs when they enter. "What in the name of Hades are you doing in here? Out! Out, before I do something you'll regret!" This kind of emotional about-face is the hallmark of any dealings with Nightshade.

Although a powerful spell-caster, Nightshade once lost a duel of magic with a rival, and the effects of that loss are still with him. Nightshade is under a *curse* that visits wildly fluctuating moods upon him. At one moment he can be friendly and avuncular, the next withdrawn, the next hostile. Each time a PC addresses Nightshade, roll 1d100 and consult the Encounter Reaction table on page 63 of the Dungeon Masters Guide to determine Nightshade's mood (disregard results of "immediate attack"; Nightshade will not engage in anything more than verbal hostility unless physically assaulted). All modifications for charisma, etc. are ignored. If the PCs have disregarded Nightshade's instructions to come directly downstairs (and Nightshade will know if they hae entered any of the rooms on the ground floor), modify the reaction roll by −5. It is with this unstable personality that the PCs must negotiate for Olias's potion.

Everything that Olias told the PCs about the arrangement with Nightshade is true. Nightshade did agree to concoct the potion (in fact, it is complete, out of sight within Nightshade's robes), and Olias did pay in advance. Getting Nightshade to admit this and to hand over the potion might be difficult, however, because of his mood swings. When discussing the potion or his bargain with Olias, treat any "negative" reaction as denial (that Olias ever approached him, that Nightshade concocted the potion, that Olias paid in advance, or whatever is appropriate). Treat any "uncertain" reaction as equivocation (for example, "Well, maybe he paid me, and maybe he didn't. Olias, you say? I'm not sure I remember him.").

The DM should remember that these mood swings are intended to encourage role-playing from the players, not to frustrate them beyond the point of enjoyment. Temper all die rolls with good judgment.

The potion — if the PCs ever receive it — is in a small leather flask. Anyone who drinks the potion must save vs. spells or permanently lose all memory of everything that happened within the preceding 1-4 weeks (including all memorized spells) and become *confused* (as the spell) for 1-8 turns. If the saving throw is made, the person loses all memory of everything that happened within only the preceding 1-4 hours (including all memorized spells) and becomes *confused* for 1-4 turns.

Concluding the Adventure

Assuming that the PCs receive the potion from Nightshade, they must still return across town to deliver it to Olias. If the PCs did not notice Tris, the gnome, while on the way to see Nightshade, then Melor and Sequius plus five 0-level men at arms (AC 6; MV 12"; F0; hp 5 (x2), 3 (x2), 2; #AT 1; Dmg by weapon type; broad swords, studded leather armor, shields) are waiting among the crowds of the market when the PCs emerge from the alley. If the PCs noticed Tris and scared him off before reaching Nightshade, then Melor, Sequius, and comrades catch up with the PCs 1-3 rounds after they depart from the magician's place of business. In either case, the assassin, the fighter, and their cohorts follow the PCs until the time and location is right to make their move (there is a 25% chance each turn that one of the PCs notices they are being tailed).

Since physically assaulting the PCs in the street would attract unwanted attention, Melor and Sequius bide their time. If the PCs pass through a deserted area (for example, a shortcut through an alley) or if there are few passers-by on the street (remember that night will probably have fallen by this time), they make their play there. Otherwise, they send their men-at-arms to lead, shove, or otherwise move the PCs into a convenient alley.

Once the PCs are in a suitable location, Melor draws his sword and tries to intimidate them into handing over the potion. Sequius stands back, keeping a good field of fire for his light crossbow. Neither Melor nor Sequius will initiate violence; they would much rather complete their mission without complications. If necessary, however, they — as well as the men-at-arms — will fight.

If the PCs win through to Olias with the potion, he pays them the remainder of their fee. If they return without the potion, he angrily derides them for their incompetence and demands the return of the advance he paid them.

A number of interesting consequences can arise from this adventure. If the PCs were successful in delivering the potion to Olias, his enemies will certainly try to find another means of spreading Jessa's story or another way entirely of destroying Olias. If the PCs were unsuccessful, Olias must find another method to silence Jessa. In either case, the PCs could become involved, either hired by Olias or on their own behalf. Over the long term, this could drag the PCs into the political machinations of the game world (if the DM so wishes).

On a more personal level, Melor the fighter (if still alive) might decide he wants vengeance on the PCs for any wounds or dishonor he sustained. In fact, if the PCs were successful, both Melor and Sequius might decide that their reputations would suffer if they let low-level country bumpkins walk all over them without some kind of retribution. This could develop into a long-term vendetta lasting for game years.

Nightshade himself can be the focus for future adventures. While the PCs know where he might be found, the final decision on whether he *is* found is Nightshade's. While he might be available if the PCs need necromantic help in the future, it is more likely that Nightshade will contact *them* for some errand or other (to fetch a mimic's brain, perhaps, or a giant squid's eye). Nightshade's arbitrary nature gives the DM considerable freedom. Even though the low-level PCs now know a high-level wizard, if they go to him for assistance the DM would rather they not have, Nightshade can refuse or simply not let the PCs enter his abode. Ω

LETTERS

(continued from page 2)

Dear editor:

I have been playing AD&D for five years, and I got tired of being the good guy paladin years ago. So I changed to the assassin, even though the assassin must be of evil alignment. There isn't one module that is made specifically for evil PCs. Most dungeons can be altered, but they don't really conform to an "evil campaign." If there are published modules made for evil PCs, could you please tell me their names. If not, maybe I could see some in later issues of DUNGEON Adventures. Remember, assassins are people, too!

Tim "Zorath" Innes
Novato, California

Although there is a small and dedicated minority that enjoys playing evil characters, it is not DUNGEON Adventures' policy to publish modules that promote the cause of evil. While we certainly don't want to tell individual DMs what to do in their own campaigns, our company standards do not allow us to publish adventures that require one or more evil-aligned PCs. The inclusion of such characters is often disruptive to a campaign and does not foster cooperation and good role-playing.

TORTLES OF THE PURPLE SAGE — Part 2

BY MERLE AND JACKIE RASMUSSEN

Through the gate stones, into the unknown.

Artwork by Jim Holloway
Cartography by Diesel

Merle tells us he is spending his vacation working on more D&D® game modules to submit to DUNGEON™ Adventures. He has also designed a boardgame and is looking for a publisher.

Tortles of the Purple Sage — Part 2 completes a D&D Expert Set wilderness adventure which began in DUNGEON issue #6. This module was designed for a party of 2-8 characters of 4th-10th level, including a cleric no lower than 6th level. Each PC should have two or three magical items, including magical weapons and armor. All PCs should be outfitted for a long-term wilderness adventure.

This adventure takes place in the Known World of the D&D game, as outlined throughout the D&D game rule books and modules. The DM may find it useful to consult the Companion and Masters Sets, as well as most of the X-series of Expert Set modules. Expert Set module X9, *The Savage Coast*, would be especially helpful, as *Tortles of the Purple Sage* could easily serve to continue that module's direction and plot line, adding previously undescribed areas to the Known World. The DM may also place the areas and events of this adventure within an existing campaign setting, as long as the geographical areas of the campaign match those set forth here.

Most of the statistics for monsters and NPCs whose names are set in **boldface** type appear in the Combined Monster Statistics Table at the end of this adventure. The information on tortles should be supplemented by information from either module X9 or the *Creature Catalogue*; the value of tortle eggshell as armor-making material should not be overlooked.

For the Dungeon Master

If you have Part 1 of this adventure but have not yet played it, you can use the information in Part 2 as a supplement, to expand the PCs' exploration of Richland Trading Post and the three lost ruins.

If you have played through Part 1, the PCs are most likely resting up from their cross-country trek to get the tortles safely to their egg-laying grounds. They should be continuing their interrupted plans to find the mouth of the Great Northway and claim the reward offered by various kingdoms for its discovery. The best place for the PCs to

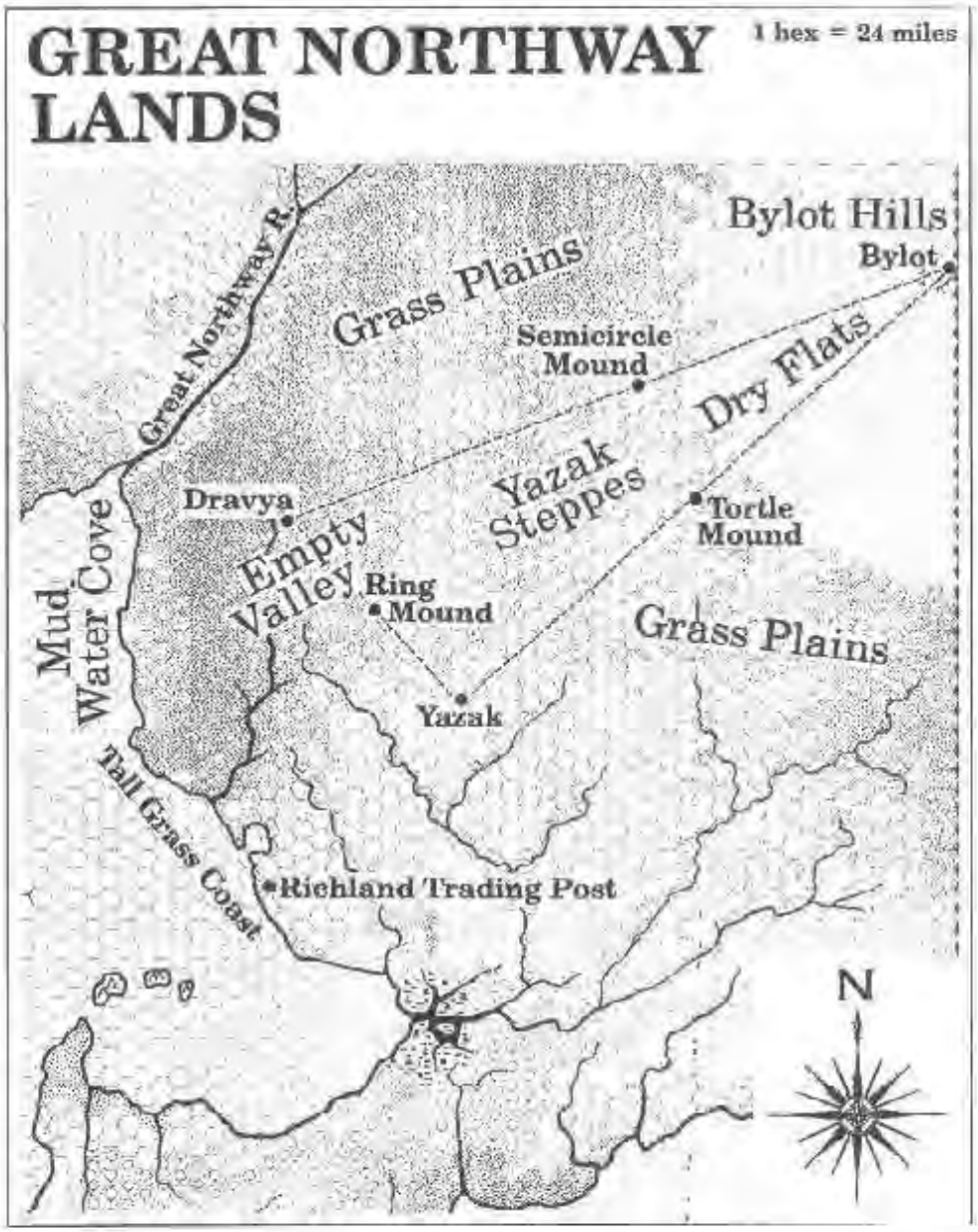
start is at Richland Trading Post on the Tall Grass Coast. The PCs may have stopped there to hire a guide while escorting the tortles to the Bylot Hills, and the trading post is briefly described in Part 1. In this part, it is completely detailed and includes a description of the Lawful Brotherhood Cleric Outpost that shares the grounds. PCs again have the option to hire a guide; they may also use the clerics' library to research the history of the area for clues to the location of the Great Northway if they failed to receive directions from the tortles.

If, however, the PCs were more intrigued by the tortles' mention of the mysterious "Portals to Everyland" and decide to first unravel the mystery of the ancient gate stones, they may set off for one of the lost, ruined cities in the area. Again, a stop at Richland Trading Post allows them to gather information and perhaps hire a guide.

If you want to play Part 2 without Part 1, the best place to start is at Richland Trading Post. The PCs may be there in the course of their travels, may have been shipwrecked along the Tall Grass Coast, or may head there from any city in response to rumors of treasure and lost cities on the Grass Plains.

Of course, if the PCs know nothing about tortles, the DM should still give them every opportunity to discover clues to the operation of the gate stones (perhaps in the library at Richland Trading Post or from a tortle residing there). If the PCs trek to the Bylot Hills, they may be able to gather broken pieces of tortle eggshell now that the baby torts have successfully hatched and been taken home — the eggshell being valuable not only as armor-making material (as per the *Creature Catalogue*) but necessary for the operation of the gate stones.

During the PCs' travels, use the wilderness rules from the *Expert Rulebook*. The DM should roll 1d6 twice per game day, at dawn and dusk, for wandering monsters. On a roll of 1-3, use the Wilderness Encounter Tables from the *Expert Rulebook* (pages 30 and 35). On a roll of 4-6, use the Great Northway Wilderness Encounters (see end of module). The DM may want to use module X9's encounters as well.



Richland Trading Post

Richland Trading Post is simple in its layout, consisting of a small cluster of buildings surrounding a rectangular palisade. Within the fortlike stockade, an octagonal tower rises from a man-made hill. If the PCs arrive by boat, they first see the post's 50'-long dock and a trail leading to the south edge of the settlement.

The trading post is populated by an exotic mixture of merchants, adventurers, artisans, prospectors, natives, clerics, and that odd race of shelled beings — the tortles. The establishment was founded and is controlled by Trader Jack, an ex-mercenary, ex-adventurer, and ex-pirate who was shipwrecked near this site many years ago. He built the tower to stake his claim to the land and later granted permission for clerics of the Lawful Brotherhood to build an outpost on his property. The combination of a fortified tower and helpful clerics attracted explorers, traders, adventurers, and craftsmen, and a booming economy soon grew about the small outpost.

Lawful Brotherhood Cleric Outpost

The cleric outpost at Richland Trading Post belongs to the Lawful Brotherhood,

Outpost Timetable

Time	Activity
Midnight	Worship in temple
1:00 A.M.	Back to bed
6:00 A.M.	Worship in temple
6:30 A.M.	Breakfast
7:00 A.M.	Work or reading
9:00 A.M.	Worship in temple
10:00 A.M.	Meeting in outpost hall
11:00 A.M.	Worship in temple
Noon	Lunch
12:30 P.M.	Siesta
2:00 P.M.	Worship in temple
2:30 P.M.	Work
4:00 P.M.	Worship in temple
4:30 P.M.	Work
6:00 P.M.	Supper
7:00 P.M.	Worship in temple
7:30 P.M.	To bed

which is responsible for the spiritual and bodily well-being of the trading post residents and guests. To these ends, the brothers maintain a temple, school, and infirmary, and are instrumental in producing needed goods and foodstuffs.

If the PCs enter the trading post in a friendly, nonviolent manner, they are welcomed by the clerics and provided with food and shelter in the Brotherhood's hostel. The clerics will also heal wounds if the PCs ask politely and perhaps give a small donation to help carry on the Brothers' good works.

The clerics follow a strict schedule of sleep, worship, and work. One to four minutes before each worship time, the clerics and acolytes gather in the chapel (area 35A). Sometimes clerics are excused from worship for special studies or work, or as punishment. Any exceptions to the Outpost Timetable are explained in the area descriptions.

Cleric Spells and Statistics

The Lawful Brotherhood requires its members to memorize certain spells in a particular order. Only the Prior knows all 11 spells. Novices have not learned any. These spells and the order in which they are learned are given below.

Number of spell	Memorized spell
1	1st level: *cure light wounds*
2	1st level: *light*
3	2nd level: *bless*
4	2nd level: *hold person*
5	3rd level: *continual light*
6	1st level: *protection from evil*
7	3rd level: *cure disease*
8	2nd level: *silence 15' radius*
9	4th level: *cure serious wounds*
10	3rd level: *remove curse*
11	4th level: *protection from evil 10' radius*

All Lawful Brotherhood clerics have AC 9 (unless they decide to armor themselves for combat), #AT 1, Dmg by weapon type (maces), MV 120' (40'), and are, of course, of lawful alignment. Their remaining statistics are as follows:

Patriarch: C9; hp 32; Save C9; ML 11.
Lama: C8; hp 28; Save C8; ML 10.
Bishop: C7; hp 25; Save C7; ML 9.
Elder: C6; hp 21; Save C6; ML 8
Curate: C5; hp 18; Save C5; ML 7.
Vicar: C4; hp 14; Save C4; ML 6.
Priest: C3; hp 11; Save C3; ML 5.
Adept: C2; hp 7; Save C2; ML 4.
Acolyte: C1; hp 4; Save C1; ML 3.

Outpost Cleric Positions
(See text for details on each position and location.)

Official position	Title	Level	Spells known
Prior	Patriarch	9	1-11
Bursar	Lama	8	1-9
Hostellar, Cellarer	Bishop	7	1-7
Almoner, Chamberlain	Elder	6	1-5
Sacrist, Commoner	Curate	5	1-4
Dean of Order, Precentor	Vicar	4	1-3
Refectorian, Steward, Chancellor, Sub-sacrist, Sub-prior	Priest	2	1-2
Secretary, Master of Novices, Chapel Keeper, Granator	Adept	2	1
Novice, Servant*	Acolyte	1	None

* Includes any teacher, doctor, gardener, stable hand, animal keeper, or other position listed as belonging to a servant of the Brotherhood.

Area Descriptions (DM Map 2)

Several areas of the trading post are patrolled by sentries. A sentry is nearly always (except by the DM's discretion) a low-level fighter of unexceptional ability (AC 5 (chain mail); F1; hp 5-8; MV 90' (30'); #AT 1; Dmg by weapon type (long sword); Save F1; ML 7; AL any; but usually lawful).

1. Dock. The solitary wooden dock juts 50' out from shore into the crashing surf. The decking is supported by huge wooden pilings driven deep into the ocean floor. Only the PCs' vessel (if they arrived by water) is currently tied to the dock. A short, well-worn trail leads from the landward end of the dock toward a cluster of buildings just outside the south wall of the trading post.

Vessels are free to tie up to the unattended dock on a first come, first served basis at no charge. Any hostile actions are spotted by the sentries atop the palisade. An immediate signal is given, and all inhabitants of the trading post arm themselves against attack. The gatehouses are closed, and anyone trapped outside the walls is left to the attackers' mercy.

Craftsmen's Workshops (areas 2-11).

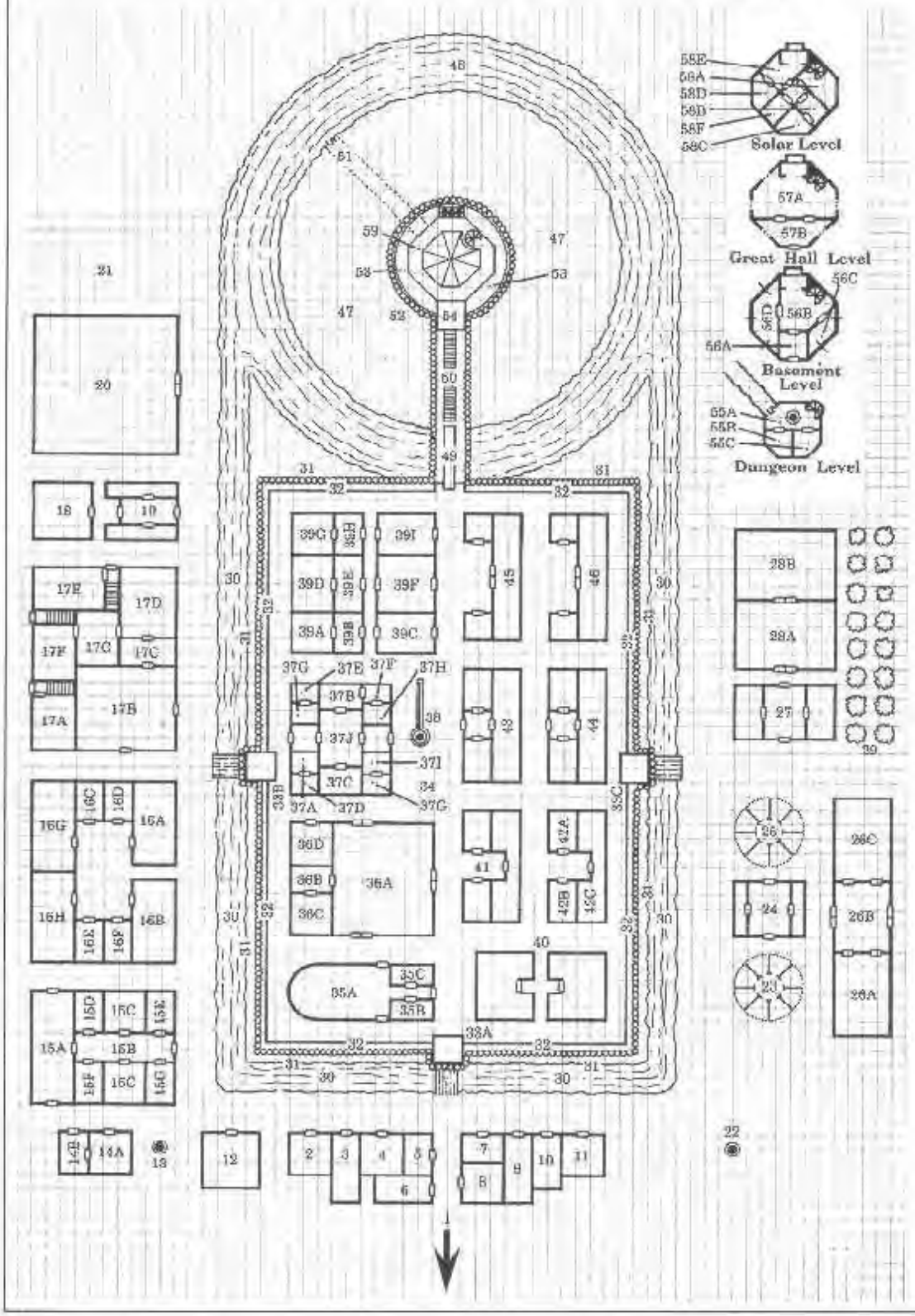
Talented artisans toil in these shops to produce what the trading post needs. Each room contains supplies, tools, and finished goods of one craft. Finished goods sell at standard prices, and the craftsmen also do work for hire.

The particular details of each of these work areas have been left for the DM to develop as appropriate to his campaign. All craftspeople are normal humans and share much the same statistics (AC 9; normal human (HD 1); hp 1-8; MV 120' (40'); #AT 1; Dmg by weapon type; Save as normal human; ML 6; AL any). If desired, 0-3 (1d4 - 1) apprentices (normal humans with 1-4 hp) may be added to each shop; these are most likely children or other family members learning a particular trade.

2. Cobbler. Shoes and boots can be made to order in 2-5 days. The cobbler also does repairs and stocks a selection of ready-to-wear footgear in a wide range of sizes but little choice of style.

3. Saddler and Bridle Maker. Saddles, bridles, and saddle bags are available here. The leather worker can also mend tack.

RICHLAND TRADING POST



4. Armorer. Any weapon listed on page 19 of the *Expert Rulebook* is available here. The armorer makes edged weapons, shields, barding for horses, and chain mail and plate mail armor at his forge.

5. Wood and Stone Carver. Decorative and utilitarian items of wood and stone (bowls, trays, statues, etc.) are available here. Gemstones and jewelry can be appraised, but the artisan will not purchase them.

6. Tanner. The leather worker does her own tanning (a smelly procedure about which her neighbors constantly complain). She sells tanned hides to the cobbler (area 2) and saddler (area 3) but keeps the best skins for the leather armor she makes and sells.

7. Metalsmith. This craftsman works in copper, silver, gold, and platinum. Coins and metal ore can be exchanged here for gold pieces of equal value, less a 5% exchange fee.

8. Blacksmith. The ring of metal on metal greets all travelers as they approach the trading post. The blacksmith shoes horses and makes useful items such as fireplace pokers and pot hooks.

9. Fuller. This textile worker processes cloth by shrinking and pressing it to increase its weight and bulk.

10. Cooper. The barrel maker is almost as round as his wares. He purchases formed barrel hoops from the blacksmith (area 8).

11. Turner. The turner operates a foot-powered lathe to produce decorative items such as table legs, candle sticks, and even wooden flutes.

12. Porter's Lodge. This room is currently vacant. Any prisoners taken by the clerics of the Lawful Brotherhood will be locked in this room.

13. Well. The well is a simple stone structure 5' in diameter and 3' high. The water is pure and abundant.

All persons who are listed in *italics* below are clerics of the Lawful Brotherhood. Their statistics are listed by their positions on the Outpost Cleric Positions table. Certain 1st-level clerics are given less desirable jobs to test the strength of their vocation. Statistics for these 1st-level clerics are listed under "Acolyte" on the Outpost Cleric Positions table.

14. Schoolmaster's Lodging. The *schoolmaster* sleeps in room 14A at night. During the day, he is in the school (area 15). One room (14B) is vacant, reserved for visiting clerics. Lawful PCs who decide to leave their party will be allowed to stay here.

15. School. This wood-and-stone structure is detailed below.

15A. Scriptorium. The first floor of this two-story building is a writing room. Here, manuscript pages are written, copied, and illuminated (adorned with ornamental designs, miniature paintings, or lettering in brilliant colors or precious metals). A section of the scriptorium is partitioned off as a locked secretarial office which contains blank parchment, sandboxes (for erasing), pens, ink, and 5 gp worth of gold leaf. A locked strongbox in the office contains 143 pp.

In the scriptorium, 10 stools face 10 desks with slanted tops. One to four *adepts* sit in the writing room each day during work periods. The *Bursar*, in charge of all money and supplies, mans the secretarial office. He carries two keys: one to the downstairs office and another to the strong room upstairs.

The room above the scriptorium is a library. The books are kept in 10 bookcases with four shelves each. Each shelf holds about 25 volumes arranged by subject, which include: temple founders' writings, history and lives of famous clerics, Brotherhood law and civil law, and the writings of many famous people. Six wooden tables and 24 chairs are placed about the room for reading and studying. There are more candles for lighting than in any other room.

One section of the library is a locked strong room that contains ancient books, a scroll, a map, a flat wooden box, and a locked strong box. The scroll contains three fourth-level clerical spells: *animate dead*, *create water*, and *dispel magic*. The strongbox holds 5 pp. The map shows the Savage Coast positions of all Lawful Brotherhood cleric outposts. It does not show the Great Northway's mouth. The flat wooden box contains the torn halves of book receipts, which show who borrowed books that have not yet been returned.

One to four *adepts* read in the library between 7:00 and 9:00 A.M. every morning. The *Chancellor* is in charge of the library and the secretarial office. He is in the library every day and carries keys to the secretarial office and the strong room.

A PC who takes 1-4 days to search the bookshelves finds important information in the section on history and lives of famous clerics. One text mentions Akobaan the Merchant, who sailed past the Savage Coast and found the mouth of the Great Northway. Other texts describe the effects of the devastating earthquake that moved the Great Northway's mouth north from the Tall Grass Coast to the lands at the end of the Savage Gulf. Later, Lawful Brotherhood members found peaceful, hard working farmers irrigating crops along the muddy river's banks. The Brotherhood decided to discourage profit-seeking explorers from reaching these innocent natives and directed each outpost to take appropriate action to prevent civilized parties from contacting the defenseless riverbank dwellers.

15B-G. Novitiate. This area contains a dormitory (15B) and classrooms (15C) for the novices and private quarters (15D) for their teacher, the *Master of Novices*. The Master and *novices* are present at all times; the novices rarely leave the novitiate before they become adepts.

The novices each possess a change of underwear, one tunic, a pair of slippers, a pair of boots, a pair of leggings, one blanket, two pairs of white socks, a leather belt, two handkerchiefs, needle and thread, writing materials, and 1-3 personal books.

This building also contains a schoolroom (15E) for ordinary pupils with lodgings (15F, 15G) for two *teachers* who remain within the building 90% of the time. The young male natives and tortles (usually 2-8 of each) who study here live in the Almonry (area 17B).

16. Hostel. These travelers' accommodations are built around an open courtyard. The building contains stables for beasts of burden (16A, 16B), four small bedrooms (16C-F), and a dining area (16G) for visiting travelers. One locked

room (16H) is used for storing merchants' goods. Visitors are requested to lodge at the hostel during their stay at the trading post. No camping is allowed within the grounds.

The *Hostellar* is in charge of the hostel and the distinguished guests' house (area 37). He visits travelers during working hours unless he has been sent on an errand. The Hostellar carries a key to the strongbox at the distinguished guests' house.

17. Multi-Purpose Building.

17A. Cellar and Storage Area. In a locked cellar below ground level, large casks filled with wine, ale, and beer are piled below sausages and cheeses that hang from the rafters. Dried fruit and salted fish are packed away in boxes stacked against the walls. A locked strongbox contains 2-12 pp and 1-6 gemstones worth 100-1,000 gp each.

On the main floor, a locked storage area contains furniture and supplies that the PCs may buy at cost from the *Commoner*. For a complete list of normal equipment available, see page 19 of the *Expert Rulebook*. The Commoner supplies the clerics with any extras to what is provided for all. He carries three keys: one to the cellar, one to the strongbox, and one to the storage area.

17B. Almonry. This room is for pilgrims and poor travelers. The young male natives and tortles who study at the school (area 15E) sleep here at night. The *Almoner* is in charge of collecting alms and administering the almonry school. He keeps accounts and maintains the almonry during the day. The Almoner carries a leather pouch containing 1-100 gp. He will accept any donations and will give 1 gp to any PC who begs.

17C. Bath and Latrine.

17D. Infirmary. This area serves as a place where medicinal leeches are applied to bleed the sick, and as additional surgical space. If PCs refuse to be healed by the clerics but still seek medical attention, they are brought here. The doctor from building 19 comes to apply 1-4 blood leeches to the patient. The blood leeches cause 1-4 hp damage per day they are applied.

In addition to eight beds, a search of the infirmary can reveal five normal daggers of various sizes, one oil flask, a 50' length of rope, a large sack, a tinder box, a brazier, a dull sword used for cauterizing wounds (1-4 hp damage per application, but the wound is scared closed), six filled waterskins, and six wineskins holding a quart of wine each. A flask containing 4-24 medical leeches in water is used for transporting the leeches. They die if left out of water for more than 24 hours.

17E. Meeting Hall and Dormitory. This area has a large hall below and a dormitory above. All clerics except novices gather in the meeting hall every day from 10:00 to 11:00 A.M. to discuss the cleric outpost's business. The meeting is led by the *Sub-prior*. The room's walls are lined with chairs.

The dormitory walls above are lined with box beds, wooden frames criss-crossed with ropes holding down-filled mattresses. At each bed's foot is a locked strongbox containing a cleric's personal belongings and any clothing not currently being worn.

Each cleric has two tunics, one change of underwear, seven pairs of white socks, two pairs of slippers, two pairs of boots, one pair of leggings, a scapular, two cowls, two head caps, a leather belt, several handkerchiefs, two blankets, needle and thread, writing materials, a holy symbol necklace, and a key to his own strongbox. Some clerics have their own personal books (3-5).

The clerics are only in the dormitory during siesta and at night. The *Dean of Order* (who can be anywhere) makes sure all clerics attend worship and their other duties.

17F. Refectory and Wardrobe. This two-story area has a dining hall below and a clothes storage room with laundry above. In the dining room, long benches stand beside equally long wooden tables. Meals are served on wooden plates. The *Refectorian* is in charge of the dining hall and directs the *adepts* who wait on tables during meals. Most clerics are here during meal periods, either eating or serving.

Upstairs in the laundry, clothes are washed by hand in copper tubs. The *Chamberlain* supervises the laundering and pressing of clerics' clothes. He carries a leather pouch containing 2-20 pp.

17G. Kitchen. The floor of this room is covered with blood-stained sawdust. A wall rack holds a number of large knives (treat as normal daggers) and meat cleavers (treat as hand axes). The center of the room is dominated by a large, blood stained chopping block, 3' tall and 3' square.

The kitchen contains many dishes, pots, pans, and waterskins full of various fluids, especially wine and ale. There are 1-12 normal rations worth of vegetables, fruit, bread, cheese, eggs, and fish. The red coals of a large cooking fire glow on the hearth.

The *Cellarer* is in charge of meat, supplies, and victuals. He carries a leather pouch that contains 10 pp.

18. Physic Garden. Plants used for making medicines are grown in this garden. To determine exactly what herbs are grown and how much is available, roll 1d5 three times and refer to the Rare Spices Table in Part 1, on page 48 of issue #6.

19. Physician's House. This building contains both the doctor's quarters and rooms for very sick patients. There are no patients here now, but the *doctor* (a servant of the clerics) is either inside or at the infirmary (area 17D). In addition to the doctor's personal belongings, the building contains, a lantern, a hand-sized steel mirror, a bulb of garlic, three wooden stakes, a mallet, a water skin holding a quart of water, and one bunch of wolfsbane.

20. Cemetery. This walled enclosure contains a burial ground marked by simple stones and sculpture. No undead creatures dare to enter the cemetery of a lawful cleric outpost.

21. Grain Fields.

22. Well. This structure is identical to area 13.

23. Duck and Goose House. Twenty ducks and 18 geese live in pens surrounding a central building. Each pen contains a brick lined pool of water. The fowl are heard during the day from several yards away. At night, these noisy birds are chased inside the small round house and shut in. If the house is disturbed at night, the *poultry keeper* is alerted by the honking and hissing of the geese.

24. Poultry Keeper's House. The *poultry keeper* is present here at all

times. Each morning he releases the fowl from buildings 23 and 25 into their pens and collects 4-48 chicken, duck, and goose eggs.

25. Hen House. Thirty-six hens and a few roosters live in pens surrounding a central building. The hens enter the small, round house at dusk to roost on their eggs. The fowl are heard during the day from several yards away. At dawn or if disturbed during the night, the roosters' crowing can be heard across the trading post. If the roosters crow, the *poultry keeper* is alerted.

26A. Horse Stable. Two to 12 mares used as riding horses, 1-8 donkeys, and 1-6 mules are stabled here. Six two-wheeled carts are stored beside the mules. Half the overhead area is floored for use as a hayloft.

26B. Servants' Quarters. Two *stable hands* live here and are almost always to be found in the barn.

26C. Cattle Stable. This is the home of 2-12 oxen. Six yokes are stored here with six plows. Above the stable is a hayloft.

27. Gardener's House. The *gardener* tends crops in the vegetable garden (area 28B). When not in the garden, he is in his house.

28A. Grape Arbor. A wooden framework supports vines bearing both green and dark purple grapes.

28B. Vegetable Garden. Neat rows of vegetables grow inside this walled enclosure. Familiar vegetables — carrots, cabbage, turnips, and parsnips — grow in this garden. Vegetables which may be strange to the PCs also grow here: tomatoes, potatoes, squashes, peppers, corn, and string beans. These plants should only be described to the PCs, not named, to encourage a little guesswork.

29. Orchard. This area contains pruned and trained fruit trees: apples, pears, peaches, plums, and currants.

30. Ditch. The ditch surrounding the bailey is 20' wide and 10' deep. Rain water has collected to a depth of 5'.

31. Palisade. The sharpened logs from which the palisade is constructed stand 20' high.

32. Catwalk. A 5'-wide walk 3' from the top of the palisade, runs completely around the bailey. The catwalk is accessible via two ladders at each of the three gatehouses. During the day, four sentries patrol the catwalk at random intervals. At night, eight sentries are posted.

33A. South Gatehouse (Water Gate). The drawbridge over the ditch can be hoisted by two men using a windlass in the gatehouse. A metal-sheathed portcullis can be dropped quickly across the opening by chopping its supporting rope. The gatehouse juts past the palisade so its roof can be used as a fighting platform. Two ladders inside the bailey stand against the sides of the gatehouse allowing access to the catwalk, fighting platform, drawbridge windlass, and portcullis support rope.

33B. West Gatehouse (Sallyport). See the South Gatehouse (33A).

33C. East Gatehouse (Postern). See the South Gatehouse (33A).

34. Bailey. The courtyard inside the palisade is divided by dirt streets and muddy alleys. Eleven buildings stand in the bailey.

35. Temple.

35A. Chapel. This chapel is for both the novices and the clerics. The *Chapel Keeper* is in charge of this worship area and maintains the area. The chapel contains one holy symbol worth 100-600 gp and six holy water vials. The bare stone is not decorated, although numerous wooden altars stand on the floor throughout the building.

The *Precentor* is in charge of temple music and ceremonies. He files music and rehearses the choir. All clerics and novices are present during worship periods.

35B. Sacristy. The sacristy is where ceremonial clothing, banners, and standards are stored between worship services. In the locked sacristy are seven vestments embroidered with gold thread (worth 25 gp each) and temple ornaments of gold, silver, and precious stones (worth 1,000-6,000 gp).

The *Sacrist* looks after temple maintenance, lighting, and cleaning. He is also in charge of storing ceremonial robes, hats, flags, and standards. He carries a key to the sacristy and is in the vestry during work periods. The *Sub-sacrist* helps the Sacrist in performing his temple duties. He assists in the vestry when the Sacrist is there.

35C. Vestry. The vestry is where the chief clerics go before and after the ceremony to change into and out of their robes. There is a locked strongbox in the vestry containing 2-12 pp.

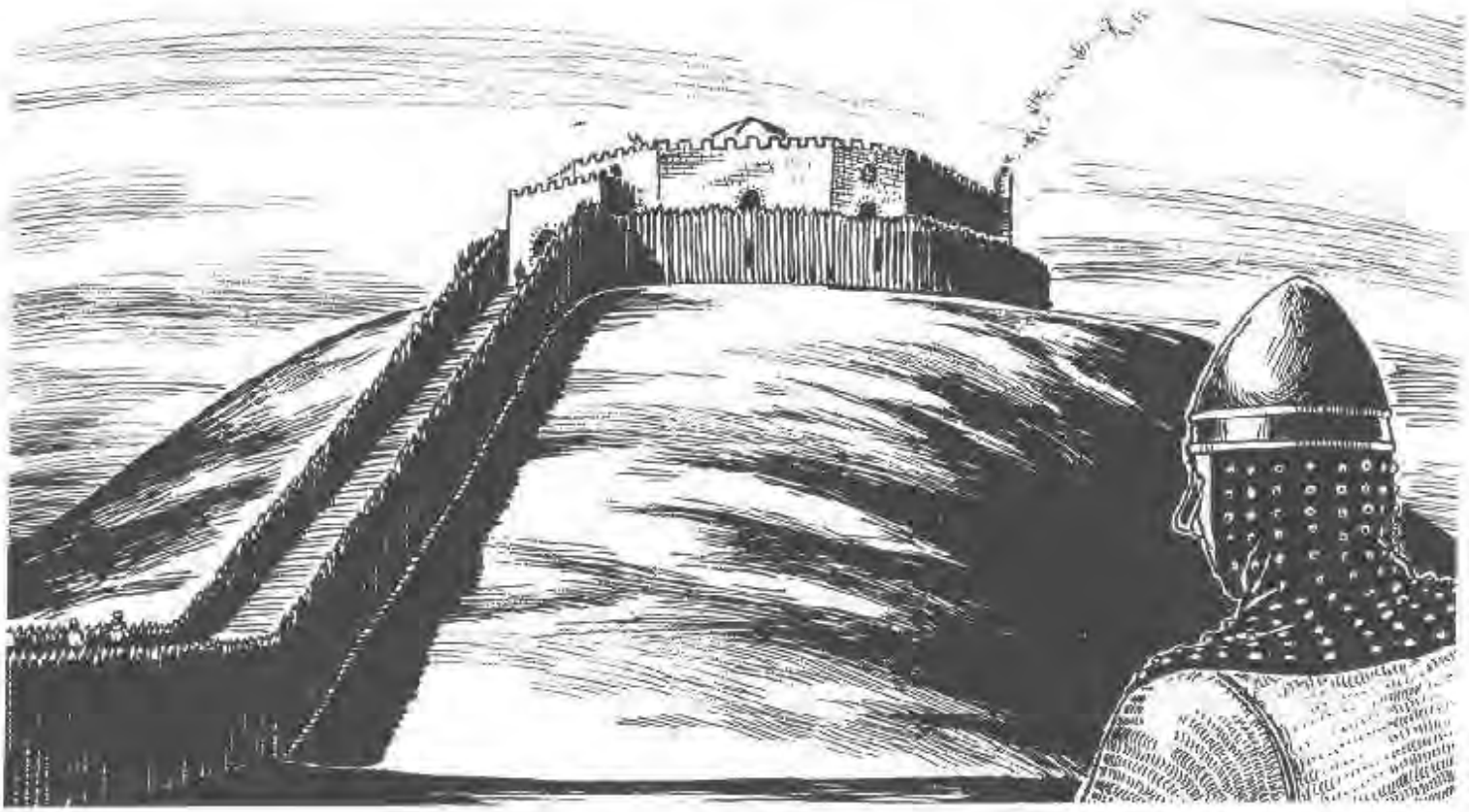
36. Commercial Building.

36A. Trading Hall. During daylight hours, this large chamber is filled with noise and activity. Anyone who has anything to sell or buy comes here to trade. Long, wide trestle tables divide the hall and hold the trade goods. Piles of pelts, precious stones, spices, and manufactured goods fill the air with a strange mixture of odors. The mood in the hall is generally jovial, and food vendors walk through the crowd hawking their tasty wares. Nearly any standard tools or goods can be bought, sold, or traded in this hall, usually at a fair market price. Livestock and captured wild animals are traded at the watering trough (area 38) outside the hall.

At night, the hall transforms into a dining hall for a free feast given by Trader Jack for all non-clerical trading post visitors and inhabitants. (Clerics have their own kitchen and dining hall in building 17.) By midnight, everyone finds a quiet corner to sleep where newly-purchased goods and unsold merchandise can be guarded.

Most business is transacted in this trading hall, including the hiring of mercenaries and specialists. Hired soldiers, alchemists, armorers, animal trainers, engineers, sages, seamen, spies, and wilderness guides move through the crowds looking for work. If any member of the party mentions that they are looking for particular goods or services, it will not be long until someone approaches them with information on where their needs can be fulfilled. Everybody helps everybody and few questions are asked.

If the PCs need to hire a guide, they may choose among the three currently available (see Part 1, pages 54-55, issue #6). Of course, if a guide was previously hired and proved acceptable, he may be



hired again. If an unacceptable guide returned to the trading post and the PCs catch sight of him, there may be trouble.

36B. Guard Quarters. Two of Trader Jack's finest **mercenaries** armed with swords stand guard here day and night to keep watch over the trader's wares in the next room (36C).

36C. Wares. Valuable commodities purchased by Trader Jack are stored in this locked chamber. The room contains a crossbow with 30 quarrels in a case, one long bow, one short bow, 20 silver-tipped arrows, a light catapult, five pitch shots, a silver dagger, barding for one horse, chain mail armor for one human fighter, plate mail armor for one human fighter, a grappling hook, one holy symbol worth 25 gp, a vial of holy water, a set of thief's tools, a saddle with bridle, and a locked chest. Inside the chest are a *sword +1*, 10 *arrows +1*, a suit of *leather armor +1*, a potion of *diminution*, a scroll with a *levitate* spell, a *ring of animal control*, a *wand of enemy detection*, and a *bag of devouring*.

36D. Granary. This room is a storehouse for brewery grain. The *Granator* looks after the supplies of wheat, barley, and rye.

37. Priory (Distinguished Guests' House). These quarters for guests of quality are currently vacant. PCs may stay here only if they are at the 9th level of experience or above.

This dwelling is richly decorated and finely furnished. It has glass in the windows, carved wooden ceilings, and four tapestries (worth 250 gp each) hanging in each of the bedrooms. The house contains a small chapel (37A), two bedchambers (37B, 37C), a wine cellar (37D), buttery (37E), wardrobe (37F), storerooms (37G), office (37H), study (37I), and parlor (37J). A holy symbol (made of tortle shell) hangs in each room. The buttery contains silverware worth 1,000 sp. In the chapel are vestments embroidered with gold thread (worth 25 gp). A locked strongbox containing 4-36 pp is kept in the office.

It is nearly impossible to see the *Prior*. He is in charge of all clerics at the outpost and decides what each does. He has a council of senior clerics to advise him and two assistants to help in his work.

The Prior's *Secretary* runs errands, writes letters, and serves as the Prior's personal assistant. The Prior's *Steward* orders supplies, supervises household servants, and checks on the condition of rooms, furniture, linen, and clothing. The Prior, Secretary, and Steward are in the house at all times, except the Secretary when running an errand.

38. Well and Watering Trough. Livestock and captured wild beasts are traded here during the day. At night, all animals are placed in appropriate barns. Wild animals are locked inside cages in the kennel (42B).

39. Food Services Buildings. This area, maintained by *priests* (3rd-level clerics), supplies the Lawful Brotherhood and much of the surrounding area with food and drink. It is further detailed below.

39A. Wine Press. The *vintner* is a priest who presses grapes during work periods.

39B. Buttery. This buttery is a storeroom for liquors.

39C. Brewery. The *brewer* is a priest who toils here during work periods.

39D. Kiln. The *potter* is a priest who throws clay pots and fires them in the kiln.

39E. Fruit-Drying House. Grapes, apples, apricots, peaches, and plums hang to dry on racks in this building.

39F. Kitchen. See the description of area 17G.

39G. Mill. The *millwright* is a priest who grinds grain during work hours.

39H. Pantry. This is a storage room for provisions, glassware, plates, and eating utensils.

39I. Bakery. The *baker* is a priest who toils here during work periods.

40. Barn with Threshing Floor. This large building is stacked to the rafters with dry fodder and grain to be threshed.

41. Sheepfold. The *shepherds'* quarters are here among 4-24 sheep. The two shepherds are 1st-level clerics and are always here.

42A. Kennels. Usually, 2-12 **dogs** can be found in this kennel.

42B. Wild Animal Storage. At night, a captured wild animal brought for trade is caged in the one empty kennel. To determine which wild animal is here, roll on the Great Northway Wandering Encounter Tables for Animals, under any type of terrain heading.

42C. Stables for Servants' Horses and Oxen. The *grooms'* quarters are here among 2-12 **riding horses**, 2-12 **draft horses**, and 2-12 **oxen.** The two grooms are almost always here.

43. Goat Sheds. The *goatherds'* quarters are here among 4-24 goats. The two goatherds are servants of the clerics and are always here.

44. Pigsties. The *swineherds'* quarters are here among 4-24 pigs. The two swineherds virtually live with their porcine charges.

45. Cow Sheds. The *cowherds'* quarters are here among 4-24 cows and calves. The two cowherds are here unless they are delivering milk to the kitchens (17G, 39F, 56B).

46. Stables for Mares and Foals. This stable is empty at present, except for a few minor tools.

47. Motte. The motte is a human-made earth mound measuring 240' in diameter at its base and standing 80' high. The earth used to construct the motte was dug from the surrounding moat. The motte's top is flat and measures 80' in diameter.

48. Moat. The moat is 40' across and is dug 30' below ground level. Rainwater has collected in the moat to a depth of 15'. The moat completely surrounds the motte and connects with the ditch surrounding the bailey.

49. Plank Bridge. A 8'-wide plank bridge stretches 45' across the moat, connecting the bailey to the base of the motte and the timber stair.

50. Timber Stair. A 10'-wide wooden staircase climbs the side of the motte from the end of the plank bridge to the door of the keep's gatehouse.

51. Secret Entrance. At the base of the motte facing northwest, a concealed entrance and tunnel lead to the dungeon level of the keep (55). Even if the moat is filled to the top, this opening is still 1' above water level. To use the secret entrance, the moat must be crossed.

52. Palisade. The sharpened logs from which the palisade is constructed stand 20' high.

53. Catwalk. A 5'-wide walkway 3' from the top of the palisade runs completely around the keep. The catwalk is accessible via two exterior ladders at the gatehouse. During the day, two sentries patrol the catwalk at irregular intervals. At night, four sentries are posted.

54. Gatehouse. This gatehouse has no drawbridge. A metal-sheathed portcullis can be dropped quickly across the opening by chopping a supporting rope. The gatehouse juts past the palisade so its roof can be used as a fighting platform. Two ladders stand against the sides of the gatehouse allowing access to the catwalk, fighting platform, and portcullis support rope.

Trader's Keep (areas 55-59).

This stone-walled tower replaced a wooden structure built by Trader Jack when he first landed on the Tall Grass Coast. The roof of the keep is 30' above the top of the motte; the countryside can be viewed from a height of 110'. Six arrow loops pierce the tower walls 5' above the ground. Six grilled windows are set into the tower walls 15' above the ground. Four stained-glass windows are 25' above the ground. Three chimney pots stand atop the chimney on the north side of the tower. The edge of the roof is crenellated with merlons and embrasures. See the inset map for details of the tower's four levels.

Dungeon Level

The stone walls and floor of this level are 10' thick.

55A. Well Room. A spiral stairway in the northeast corner of this poorly lit chamber leads to the basement level (56). A concealed door in the northwest corner connects with the secret door at area 51 via a long, downward-sloping tunnel. In the center of the room is a fresh-water well 150' deep.

55B. Prisoner's Cell. The door to this cell is unlocked. Inside the cell is a **tortle** who is actually a guest of Trader Jack. His modest accommodation was one of two left in the keep for visitors. If this part of the adventure is run before the PCs are hired by the tortles (or if they have declined to help), he is packing his purple garments to leave for Yazak and the centennial pilgrimage to his ancestral egg-laying grounds. He can be hired for 3 gp per day to guide the party directly to Yazak.

55C. Prisoner's Cell. This cell is currently empty but can be used by guests of Trader Jack. Adventurers who break any rules or offend Trader Jack are imprisoned in this dark room.

Basement Level

56A. Entryway. The entrance to this short hallway is guarded by a metal-sheathed portcullis which can be

dropped across the opening by chopping its support rope. Doing so might trap would-be attackers in the gatehouse between portcullis or inside the entryway, where large wooden doors barred from the inside block their passage. Arrows or boiling water can be poured onto trapped invaders through three murder holes in the ceiling from the guard room (57B) above.

56B. Kitchen. This room's floor is covered with sand flecked with blood. A rack on the wall holds a number of large cleavers (treat as hand axes) and carving knives (treat as normal daggers). In the room's center is a large, wooden, blood-stained chopping block about 2½' tall and 3' square.

The kitchen contains food preparation utensils and eating implements of all kinds. Waterskins full of wine and ale hang from wooden pegs on the walls, and a dead duck and chicken are suspended by their necks from the rafters.

The door to 56A can be barred from the inside. A spiral stairway connects to the dungeon level below and the great hall level above. An arrow loop pierces the wall near the spiral stairway.

56C. Armory. This door is locked. Any type of armor or weapon listed in the *Expert Rulebook* can be found in this chamber. The room is lit through two arrow loops.

56D. Storage. The door is not locked. Large supplies of food, drink, wood, and household supplies are stored in this chamber. There are 1-12 normal rations here. The room is lit through three arrow loops.

Great Hall Level

A spiral stairway connects this level with the solar level above and the basement level below.

57A. Great Hall. The great hall is richly decorated and finely furnished. There is glass in the metal-grilled windows and the ceilings are of carved wood. A large oak trestle table stretches 40' across this fireplace heated chamber. Eighteen carved wooden chairs surround the impressively set table. The 18 silver plates are worth 10 sp each, and the five utensils and goblet set at each place are worth 10 sp more. Five beautiful tapestries (worth 150 gp each) hang

from the ceiling beams. Between the two doors on the south wall is an unfinished map of the Great Northway lands. Richland Trading Post is shown along the west coast. The ring- and tortle shaped earth mounds (see Part 1, pages 58-59, issue #6) are shown as water holes. The Great Northway and the locations of ruined cities are not shown.

57B. Guard Room. This room is directly above the entryway (56A). A portcullis windlass stands to one side of the room. Unless the tower has been recently attacked, the metal-sheathed portcullis hangs supported by a rope in this room. A door reached by squeezing around the suspended portcullis leads outside to the roof of the gatehouse, which serves as a fighting platform. Three fist-sized murder holes pierce the floor of the guard room and allow the entryway to be observed or defended. The guard room is illuminated through two grilled windows.

Solar Level

A spiral stairway connects this level with the roof level above and the great hall level below. This level is richly decorated and finely furnished. There is stained-glass in the windows, and the ceilings are decorated with wood carvings. A holy symbol and a tapestry (worth 250 gold pieces) hang in each chamber.

It is nearly impossible to see Trader Jack without an appointment. He is in charge of the entire trading post (except for the clerics) and decides what *everyone* else does. Assisting Trader Jack are his secretary (see area 58F) and steward (see area 58A). The secretary runs errands, writes letters, and serves as Trader Jack's personal assistant. The steward orders supplies, supervises household servants, and checks on the condition of rooms, furniture, linen, and clothing. Trader Jack's secretary and steward are in the keep at all times except when running errands. Trader Jack is currently at home, but he often goes exploring for months at a time.

58A. Study. Outpost business is conducted in this office. During daylight hours, Trader Jack's **steward** (AC 9; F4; hp 18; #AT 1; Dmg by weapon type; MV 120' (40'); Save F4; ML 6; AL N)

can be found delving into paperwork. At night, the steward sleeps here. He always carries an ornamental dagger.

If PCs ask to see Trader Jack, the steward politely tells them that the trader sees no one without an appointment. Once an appointment is made, the PCs will be given a time to return to this room to meet and talk with Trader Jack — usually in 1-4 days.

58B. Parlor. This sitting room sports an overstuffed divan upholstered in animal skin (worth 100 gp).

58C. Chapel. In the chapel hang vestments embroidered with gold thread (worth 25 gp). Chapel ornaments of gold, silver, and precious stones are worth 100-600 gp.

58D. Bedchamber. A large canopied bed almost fills this room. Trader Jack sleeps here on four animal skins worth 200 gp apiece. Precious stones and spices totalling 1,000-4,000 gp adorn the room.

58E. Bath. The room's air and water are heated by a large fireplace. Warm water is poured into a wooden tub used for bathing. There is no soap, but plenty of coarse towels hang along the walls.

58F. Wardroom. Trader Jack's personal **secretary** (AC 9; F3; hp 15; #AT 1; Dmg by weapon type; MV 120' (40'); Save F3; ML 5; AL N) can be found in this room day and night unless helping to run errands for his master. The room also contains several unlocked chests holding five animal-skin robes worth 200 gp each, jewelry worth a total of 500 gp, and rare spices worth 50 gp. The secretary wears a hand axe on his belt.

59. Roof Level. A spiral stairway connects this level to the solar level below. **Trader Jack** (AC 9; F9; hp 41; #AT 1; Dmg by weapon type; MV 120' (40'); Save F9; ML 11; AL N; two-handed sword) spends much of his free time behind these battlements surveying Richland Trading Post and the surrounding wilderness. He often keeps watch for message pigeons returning to their rooftop loft.

Whenever a party of explorers sets out for unknown lands or seas, Jack sends several of his pigeons along with them. He instructs adventurers to tie messages to the pigeon's legs and release them from time to time to inform him of their progress. It is through such intelligence-gathering operations that Trader Jack has amassed much practical information about the Great Northway Lands. Trader Jack has also been known to rescue lost, captured, or dying parties after receiving a plea for help via pigeon messenger. If the PCs make an appointment to speak to him, Jack requests that they take 2-8 pigeons along to inform him of their progress. If the PCs refuse his request, their stay in Richland may be a short one. If they do not use the birds as instructed, the PCs will not be welcomed to Richland in the future.

The Lost Ruins

When the PCs leave Richland Trading Post, they may elect to explore any or all of the three lost ruins located on the Great Northway Lands map. Dravya lies beside the Empty Valley River, Bylot nestles among the Bylot Hills, and Yazak stands alone on the steppes that bear its name.

Remember to use the Wilderness Encounter Tables from the *Expert Rulebook* and the Great Northway Wilderness Encounters (see end of this module) as the PCs travel along the Tall Grass Coast and over the Yazak Steppes and Bylot Hills. There is also a 25% chance per day that, if they have not hired a reputable guide, the PCs will become lost and wander aimlessly (see *Expert Rulebook*, page 41).

All three of the lost ruins are laid out in the same pattern. Use the Lost Ruins Map as a guide to the central section of each ruin. Specific areas feature different encounters in each ruin, however.

PCs feel only a slight sensation while *teleporting* via the gate stones and may not realize they are in a different ruin because the layouts are almost identical.

If an area's contents differ only slightly from ruin to ruin, a general description is given first, followed by specific features of that area in each ruin. Read the boxed description plus any appropriate specific description each time the PCs enter a numbered area.

1. Gate Stone. The various gate stones are shown as 1A, 1B, 1C, 1D, 1E, and 1F on the Lost Ruins Map.

> A 20'-tall carved gate stone blocks a 15'-wide street. The massive round stone has a human-sized hole bored through it.

This artifact is known as a "Portal to Everyland." Anyone passing through the opening in the correct direction while holding the proper key is instantly transported to an identical gate stone in a distant location. Correct device operation is only discovered by experimentation or talking to local "shell folk" (tortles or snappers). A fragment of tortle eggshell (at least 25% of a single shell) must be held in a bare hand to activate the *teleport* device. As the traveler steps through the gate stone, the eggshell fragment disintegrates into powder. Eggshell fragments not held in a bare hand are unaffected, so adventurers may travel up to four times with a single eggshell by placing the remaining fragments in a sack or bag while *teleporting*.

The gate stones were used by messengers of the ancient Dravs, the race who built the cities that are now the lost ruins. Shell folk were once a subservient race to the Dravs and were forbidden to use the gate stones. To the shell folk, who regard speed as a virtue, the gate stones became a symbol of great power. Not all shell folk remember how the gate stones worked, though they still revere them.

The first gate stone was created by a powerful Dravish magic-user centuries ago in the city of Yazak. (Shell folk claim he had a tortle or snapper apprentice, depending on which clan you talk to.) During the earthquake which destroyed the Dravish cities and shifted the Great Northway's course, the secret to operating the gate stones was lost. Natives who later discovered the gate stones did not realize their magical powers but knew they were important to their ancestors.

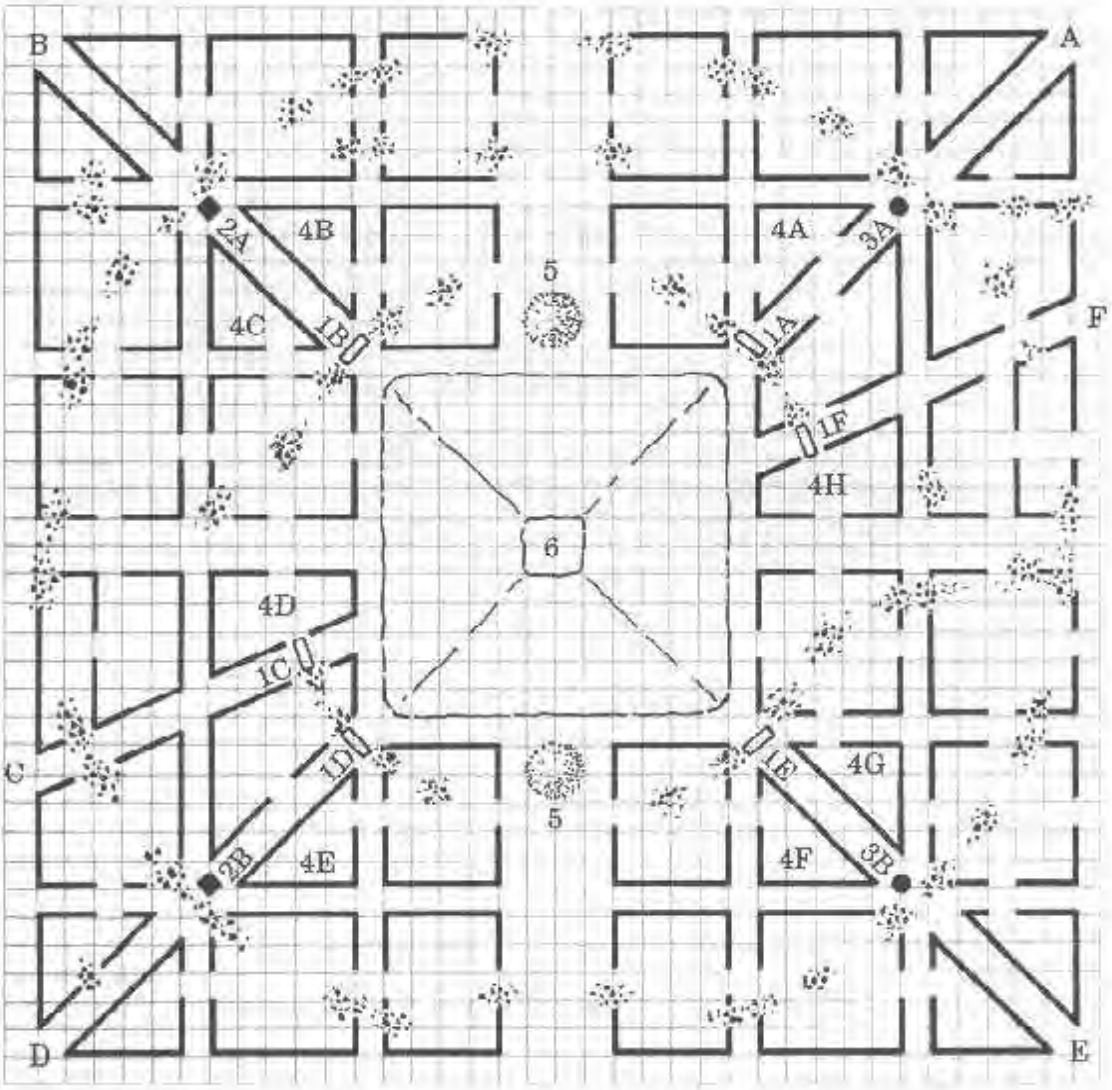
Dravya Gate Stones

Clinging vines hang from the gate stones at 1A, 1B, 1C, and 1D, blocking their openings and trailing into the street. These gate stones have completely lost their magic. The vines are actually **strangle vines** that can pull a PC from the ground. These gate stones can be avoided by moving through the rubble to either side of them.

The magical gate stone at 1E is a one-way *teleport* device. Moving southeast through the gate stone while holding a fragment of tortle eggshell *teleports* the PC to gate stone 1B in Yazak. Nothing happens if the PC moves northwest through the gate stone or does not hold a tortle eggshell.

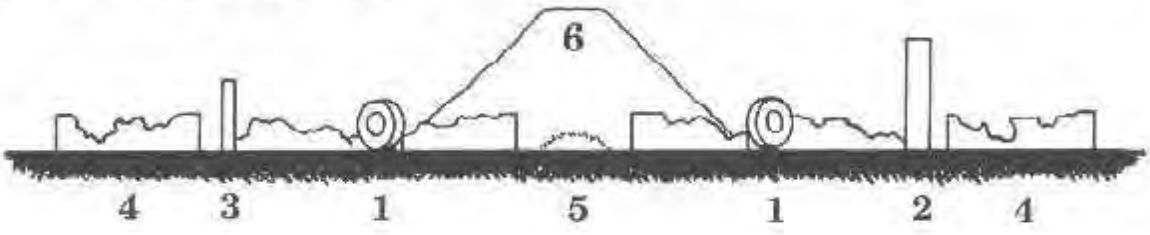
LOST RUINS

1 square = 10'



Gate stone
Crumbling monolith
Marble column
Rubble
Pile of bones

CROSS SECTION



gate stone at 1F while holding a fragment of tortle eggshell *teleports* the PC to gate stone 1C in Bylot. Nothing happens if the PC moves in the reverse direction or does not use an eggshell.

Bylot Gate Stones

PCs who try to pass through the openings (in either direction) of gate stones 1A, 1B, 1E, or 1F are struck by a severe electric shock, a sign that the magic of these gate stones has begun to fade and "go bad." The current appears as lightning radiating from all sides of the passageway. The victim suffers 1-20 hp electrical damage even if he doesn't completely pass through the opening, with or without tortle eggshell.

PCs who pass through the gate stones in spite of the shock have a 5% chance to be *teleported* 500 miles away in the straight-line direction they took through the stone (if, of course, they carried tortle eggshell). Otherwise, the gate stone does nothing.

Moving west-southwest through the gate stone at 1C while holding tortle eggshell *teleports* the PC to gate stone 1F in Dravya. Moving southwest through the gate stone at 1D sends the PC to gate stone 1A in Yazak. Nothing happens if the PC moves in the opposite direction through the gate stones or does not hold a fragment of tortle eggshell.

Yazak Gate Stones

The gate stones at 1C, 1D, 1E, and 1F produce the same lightning effect as those at Bylot. Moving northwest through the gate stone at 1B *teleports* the PC to gate stone 1E in Dravya. Traveling northeast through gate stone 1A sends the PC to gate stone 1D in Bylot. Nothing happens if the PC moves in the opposite direction through these gate stones or does not hold the required piece of tortle eggshell.

2. Crumbling Monoliths. There are two upright, crumbling monoliths — 2A and 2B — in each lost ruin.

> This 30'-high, square, crumbling monolith supports a motionless, human-sized figure standing on top. Gritty toeholds spiral once around the pillar.

The toeholds allowed the ancient builders to clean and maintain the heroes' statues atop these monoliths. If the PCs attempt to climb a monolith, roll 1d20. If the value is less than or equal to the PC's Dexterity, he climbs the monolith safely. If the value is greater than the PC's Dexterity, he falls 15' onto the street for 2d6 hp damage.

Dravya Monoliths

Greenish-brown metal statues of ancient Dravish heroes dressed in armor stand atop these pillars. Birds occasionally land on the human-sized, hollow statues, which are securely mortared to the crumbling monoliths. If the mortar is chiseled away, or if the dark corrosion is scratched from a statue by force, copper-colored base metal appears. Each statue is made of pure copper, weighs 300 pounds, and is worth 200 gp.

Bylot Monoliths

The PCs sense they are being watched. Suddenly, the figure on top of the pillar bends down and begins beating a loud drum. The figure is a **pagan** lookout signaling other Neutral Alliance members. After beating the drum for two rounds, he attacks the PCs with his long bow and 20 arrows. The pagan carries no personal treasure.

Yazak Monoliths

The PCs sense they are being watched. Suddenly, the figure atop the pillar lifts an animal horn to its lips and begins trumpeting. The figure is a **dervish** lookout signaling other Lawful Alliance members. After trumpeting his horn for two rounds, he attacks the PCs with his light crossbow and 30 quarrels. The dervish carries no personal treasure.

3. Marble Columns. There are two upright marble columns — 3A and 3B — in each lost ruin.

> This 20'-high, round marble column supports a motionless, human-sized figure standing on top. The column is of polished stone and has no toeholds.

Bylot and Yazak Columns

The stone statues are sculptures of ancient Dravish leaders dressed in flowing robes. An occasional bird lands on each statue's head.

Dravya Columns

The stone statues depict ancient Dravish leaders as do those in Bylot and Yazak. However, the instant a PC touches the marble, the column topples from its eroded base. The PC who touched the marble and anyone within 30' must make a Saving Throw vs. Death Ray or suffer 2-20 hp damage.

4. Walled Lairs. There are eight lairs (4A-4H) in the ruined buildings surrounding the central earth mound in each city. Some have been empty for years. Others were recently vacated by their occupants. Some of the lairs contain armed creatures.

> Not all the buildings that surround the central mound appear deserted. Some have solid roofs and a multitude of footprints leading from their dark doorways.

Dravya Lairs

Near 4A and 4B, the PCs sense they are not alone. Suddenly, a reptilian **snapper** head pokes out of a doorway, aiming a long bow in the adventurers' direction.

Long white strands blow from the open doorway of 4C. Four **aranea** have just dislodged the webbing as they charge through the opening.

Crawling slowly out the doorway of 4D is a large red-and-green-striped snake, its eyes a whirling blend of all the colors of the rainbow. This creature is a semi-intelligent **hypnosnake**. It attempts to catch the PCs off guard so it can surprise them with its hypnotic gaze before devouring them. If a party of adventurers attacks the hypnosnake, it curls its tail around to slash while it attempts to make eye contact with one of the PCs. It continues to attack with tail and gaze until killed or the party flees, unless it fails a morale check. If the adventurers attempt to fight it without looking at it, the hypnosnake uses its bite and tail for combat. If the adventurers flee, leaving any of their party members asleep, the hypnosnake immediately begins to devour one of the sleeping individuals. This takes six rounds, during which the snake does 1-6 hp damage to the sleeping individual it is swallowing. Once swallowed, the unfortunate PC continues to take 1-6 hp damage per round until dead. After six hours, the body is digested and unrecoverable. The hypnosnake has a very efficient digestive system and manages to consume virtually everything it swallows, including magical items, weapons, gold, and jewels. If the hypnosnake is defeated and its lair is searched, two

opals and two rubies, worth 1,000 gp each, are found.

From deep in the shadows near 4E, the PCs detect movement. Something human appears to be conjuring a spell (**elder cleric of the Chaotic Sisterhood:** AC 4; C6; hp 6 36; MV 120' (40'); #AT 1; Dmg by spell or weapon type; Save C6; ML 8; AL C; Spells: *cause light wounds, cause fear, hold person, silence 15' radius, cause disease*; staff).

As a member of the PCs' party steps out of the shadows near 4F, a robed man appears. "He" is actually a magic-user of the Chaotic Sisterhood who has cast a *polymorph self* spell to appear as a member of the Lawful Brotherhood. She tries to convince the party that she is a brother who has become lost while on a mission between cleric outposts. If the PCs attack her, she defends herself with spells (**necromancer of the Chaotic Sisterhood:** AC 9; MU8; hp 20; MV 120' (40'); #AT 1; Dmg by spell or weapon type; Save MU8; ML 10; AL C; dagger; Spells: *charm person, magic missile, read magic, continual darkness, detect invisible, invisibility, fireball, lightning bolt, charm monster, polymorph self.*

Leaping from cover at area 4G, a human dressed in dark colors stabs at a PC's back (**pilferer of the Chaotic Sisterhood:** AC 7; T7; hp 18; MV 120' (40'); #AT 1; Dmg by weapon type; Save T7; ML 9; AL C; long sword; OL 45%, FT 40%, RT 38%, PP 50%, MS 48%, CSS 93%, HS 35%, HN 58).

From deep in the shadows near 4H, the PCs detect movement. Something human appears to be conjuring a spell (**matriarch of the Chaotic Sisterhood:** AC 9; C9; hp 32; MV 120' (40'); #AT 1; Dmg by spell or weapon type; Save C9; ML 11; AL C; mace; Spells: *cause light wounds, darkness, protection from evil, blight, free person, silence 15' radius, continual darkness, cause disease, curse, cause serious wounds, protection from evil 10' radius).*

Bylot Lairs

The PCs hear the low growls and purrs of large cats near area 4A. This building is a shelter for 1-10 **sabre-tooth tigers,** the mounts of the 1-10 **rakastas** that lair in areas 4B, 4C, and 4D. Buildings 4E-4H are the lairs of 1-10 **pagans.**

Yazak Lairs

Buildings 4A, 4B, and 4C are the lairs of 1-10 **lupins.** Howling, barks, and growls come from area 4D, used as a kennel for the lupin's **dire wolves** (equal in number to lupins). Buildings 4E-4H are the lairs of 1-10 **dervishes.**

5. Bone Pile

> In the middle of a wide avenue, only a few yards from the central earth mound, thousands of sun-bleached human bones form a grisly, 20'-tall pile.

Drawya Bone Pile

Suddenly, a four-armed, manlike skeleton steps out from behind a wall and blocks the path to the earth mound. It is armed with four normal swords. The creature is a **bone golem** set to guard the earth mound. If any PC approaches the mound, raises a weapon, or begins to cast a spell, the golem attacks up to two PCs each round until it is defeated or the PCs are driven off. The bone golem has no treasure and does not retreat from combat.

Bylot and Yazak Bone Piles

Gold glints from the teeth of several skulls atop the bone pile. If the skulls are searched, 5-100 gp worth of artificial teeth are found. The ancient Draws apparently practiced dentistry.

6. Earth Mound. In the center of the ruined city, a square, flat-topped pyramid of earth towers above the rubble. Weeds grow on its sloping sides, and a pile of interwoven twigs and branches on the pyramid's top appears to be a large nest, 50' above street level. If the pyramid is scaled, read one of the following passages:

Drawya Mound

> As you approach the top of the pyramid, you can see through the nest's intertwined branches. Seven 3'-long winged lizards resembling green dragons lie sleeping on a large pile of silver coins and a few blue gems.

The winged lizards are actually **pocket dragons.** Their hoard contains 1,050 ep, 7,350 sp, and seven topazes worth 245 gp each.

Yazak Mound

> As you approach the top of the pyramid, two huge brown birds rush to the sky in a flurry of feathers and dry twigs. The giant birds of prey wheel to attack with talons ready.

This is the nest of a mated pair of **giant hawks.** There is no treasure in their nest, but there are two eggs twice the size of a man's head, ready to hatch. The giant hawks defend their eggs to the death.

Bylot Mound

> As you approach the top of the pyramid, you can see through the nest's intertwined branches. One creature, with the shaggy head of a lion and the gold body of a dragon, lies sleeping on a large pile of silver and gold coins.

Any PC within 120' of this **dragonne** when it roars must make a Saving Throw vs. Dragon Breath or flee in fear for two rounds. The dragonne's roar deafens any creatures within 30'. Deafened creatures suffer a −2 penalty to their hit rolls for 2-12 rounds. The dragonne can roar once every three rounds, but cannot bite in the same round that it roars. This dragonne's nest contains a hoard of 1,000 gp, 2,000 ep, and 5,000 sp.

If the PCs reach the pyramid top and defeat or drive off the nest builders, read the following:

> From the pyramid's top, you see the rubble of a ruined city stretching out in all directions. Six brick- and debris-littered streets radiate from the earth mound's base to the city's outer edges. You plainly see two faint, unswerving paths leading out of sight from the outer ends of two of the streets. These long, 5' wide paths are difficult to see at ground level.

Mysterious paths, visible only from high in the air or from the earth mound top, connect the lost ruins. Only PCs who look down from the earth mound top or fly at least 30' above the lines are able to see them.

PCs who investigate the lines find paths made by clearing away stones to reveal the soil. As the soil is the same color as the rocks, the paths are only discovered when the difference in texture is noted from above. On the Lost Ruins Map, the paths extend the streets that lead away from the earth mound's base in the directions marked A, B, C, D, E, and F.

The paths are man-made, not magical, and do not deviate from being perfectly straight more than a few yards in a mile. The paths pass straight over all terrain, vegetation, and barriers. They cut through forests, across rivers, up hills, and over rolling grassland. The paths had a religious significance to the ancient people who scratched them out. Some lines correspond with the *teleport* directions of the magical gate stones. The paths are seen connecting the lost ruins on the map of the Great Northway Lands.

Dravya Paths

The paths extend to the east-northeast and to the southeast. The path to Yazak (E) intersects a ring-shaped earth mound about 150 miles from either city. The path to Bylot (F) intersects a mound shaped like two semicircles about 400 miles from Dravya.

Bylot Paths

The paths extend to the southwest and west-southwest, connecting Bylot with Dravya (C) and Yazak (D). Halfway between Bylot and Dravya, the path intersects an earth mound shaped like two semicircles. A tortle-shaped mound on the path from Bylot to Yazak lies about 350 miles from either city.

Yazak Paths

The paths to the northeast and northwest connect Yazak with Bylot (A) and Dravya (B). Each path intersects an earthen mound (see Dravya and Bylot paths above).

Concluding the Adventure

There are many possible outcomes for this adventure, all of which probably result in the PCs returning to civilization exhausted from trekking cross-country (perhaps several times). If they survived the trip but were unsuccessful in finding the mouth of the Great Northway, they may want to rest up, reprovision themselves, and search again. If the adventurers have not yet explored the ruined cities, the DM should encourage them to mount an expedition to the Yazak Steppes and Bylot Hills, as the rewards of unraveling the mystery of the "Portals to Everyland" rival even those offered for a map to the mouth of the Great Northway.

Success at either venture brings great rewards. If the adventurers return to any civilized port with a map showing the mouth of the Great Northway, they are commissioned to return and explore the continent's heartland, and may be sent to find the source of the Great Northway in the land of Frosthaven. If the PCs learn the secret of operating the gate stones, they have a tactical advantage for defeating the Chaotic Alliance of aranea, snappers, and the Chaotic Sisterhood. The secret of the gate stones' operation is almost beyond price; both merchants and sages will bid against each other for this valuable knowledge. If, in addition, the PCs return with large pieces of tortle eggshell, they may sell them for a good price in any sizeable town or city. Ω

The region shown here appeared on Map 1, page 42, of issue #6. "Empire of Thyatis" is only a generic term for the geographical area, not a statement of political reality. The countries in this region are independent, sovereign nations, not under the Thyatian Empire's control. The Empire controls only the shaded area on the map and claims most of the large island to the east (the Isle of Dawn).

Great Northway Lands Encounter Tables

Roll 1d6 and refer to this table to determine which monster table to check.

1d6	Woods, Clear, Grassland	Hills, Valley, Barren	River	Swamp	Ocean	Jungle
1	Animal	Animal	Animal	Dragon	Dragon	Animal
2	Animal	Dragon	Dragon	Flyer	Flyer	Animal
3	Dragon	Flyer	Flyer	Flyer	Swimmer	Dragon
4	Flyer	Tribe	Swimmer	Swimmer	Swimmer	Tribe
5	Tribe	Tribe	Swimmer	Swimmer	Swimmer	Tribe
6	Unusual	Unusual	Tribe	Tribe	Tribe	Tribe

Animals

1d6	Barren, Clear, Grassland	Woods	River	Valley, Hills	Jungle
1	Caecilia	Bear, black	Amoeba, giant	Caecilia	Caecilia
2	Dog, normal	Centipede	Decapus, marine	Dragonne	Centipede
3	Horse, draft	Devil swine	Gray ooze	Dog, normal	Dragonne
4	Horse, war	Dog, normal	Gray ooze	Horse, draft	Purple worm
5	Purple worm	Owl bear	Rat, normal	Horse, war	Rat, normal
6	Rust monster	Rust monster	Termite, fresh	Rust monster	Rust monster

Tribes

1d8	Clear, Grassland	Woods, Jungle	River, Swamp	Valley, Barren, Hills	Ocean
1	Dervish	Aranea	Cay-men	Dervish**	Snapper
2	Lupin	Dervish	Cay-men	Lupin**	Snapper
3	Native	Lupin	Cay-men	Native	Snapper
4	Nomad*	Native	Tortle	Nomad	Snapper
5	Orc	Pagan	Tortle	Orc	Snapper
6	Pagan*	Phanaton	Tortle	Pagan	Snapper
7	Rakasta*	Rakasta	Orc	Rakasta	Snapper
8	Tortle	Tortle	Orc	Tortle**	Snapper

* Except in Yazak Steppes. Roll again.
** Except in Bylot Hills and Dry Flats. Roll again.

Flyers

1d10	All Terrains
1	Dragonfly, black
2	Dragonfly, blue
3	Dragonfly, green
4	Dragonfly, gold
5	Dragonfly, red
6	Dragonfly, white
7	Hawk, normal
8	Hawk, giant
9	Pocket dragon
10	Pocket dragon

Unusuals

1d12	All Terrains
1	Djinni, lesser
2	Doppleganger
3	Efreeti, lesser
4	Golem, amber
5	Golem, bone
6	Golem, bronze
7	Invisible stalker
8	Living statue, crystal
9	Living statue, iron
10	Living statue, rock
11	Hypnosnake
12	Shadow

Swimmers

1d6	River/Lake	Swamp	Ocean
1	Amoeba, giant	Amoeba, giant	Amoeba, giant
2	Amoeba, giant	Amoeba, giant	Decapus, marine
3	Gray ooze	Decapus, marine	Fish, giant rock
4	Gray ooze	Gray ooze	Giant, storm
5	Hydra, sea	Gray ooze	Gray ooze
6	Termite, fresh	Termite, swamp	Termite, salt

Dragons

1d6	Clear/Barren, Grasslands	Woods/Jungle	River/Ocean	Swamp	Hills/Valley
1	Chimera	Chimera	Chimera	Chimera	Chimera
2	Dragon, blue	Dragon, gold	Dragon, gold	Dragon, black	Dragon, gold
3	Dragon, gold	Dragon, green	Dragonne	Dragon, gold	Dragon, red
4	Dragonne	Dragonne	Hydra, flying	Dragonne	Dragonne
5	Hydra, flying	Hydra, flying	Hydra, sea	Hydra, flying	Hydra, flying
6	Wyvern	Wyvern	Wyvern	Wyvern	Wyvern

COMBINED MONSTER STATISTICS TABLE

Name	AC	HD	Move	#AT	Dmg	Save	ML	AL	Source
Amoeba, giant	9	15	30'(10')	1 acidic touch	2-12	F7	10	N	CC50
Aranea	7	3**	180'(60'), in web 120'(40')	1 bite	1-6 + poison	MU3	7	C	CC6
Bear, black	6	4	120'(40')	2 claws/1 bite	1/3-1/3/1-6	F2	7	N	B28
Caecilia	6	6*	60'(20')	1 bite	1-8	F3	9	N	E46
Cay-man	7	2	90'(30')	1 bite or weapon	1-4 or BWT	F1	8/9	N	CC33
Centipede, giant	9	½	60'(20')	1 bite	Poison	NM	7	N	B28
Chimera	4	9*	120'(40'), fly 180'(60')	2 claws/3 heads + breath	1-3/1-3/2-8/1-10/3-12 + 3-18	F9	9	C	E47
Decapus, marine	5	4	3'(1')	9 tentacles	1-6 ea.	F2	9	C	CC64
Dervish	V	1	120'(40')	1 weapon	BWT	F1	10	L	E53
Devil swine	3 (9)	9*	180'(60'), human 120'(40')	1 gore or weapon	1-12 or BWT	F9	10	C	E48
Dire wolf	6	4+1	150'(50')	1 bite	2-8	F2	8	N	B39
Djinni, lesser	5	7+1*	90'(30'), fly 240'(80')	1 fist or whirlwind + special	2-16 fist or 2-12 whirlwind	F14	12	C	E48
Dog	7	2+2	180'(60')	1 bite	1-6	F1	8/6	N	CC13
Doppleganger	5	4*	90'(30')	1 blow	1-12	F8	8	C	B28
Dragon, black	2	7*	90'(30'), fly 240'(80')	2 claws/1 bite	2-5/2-5/2-20	F7	8	C	B28
Dragon, blue	0	9*	90'(30'), fly 240'(80'	2 claws/1 bite	2-7/2-7/3-30	F9	9	N	B28
Dragon, gold	-2	11**	90'(30'), fly 240' (80')	2 claws/1 bite	2-8/2-86-36	F11	10	L	B28
Dragon, green	1	8*	90'(30'), fly 240' (80')	2 claws/ 1bite	1-6/1-6/3-24	F8	9	C	B28
Dragon, pocket	8	3*	90'(30'), fly 120' (40')	1 bite	1-3 + venom	MU3	8	N	CC75
Dragon, red	-1	10**	90'(30'), fly 240' (80')	2 claws/1 bite	1-8/1-8/4-32	F10	10	C	B28
Dragonfly, black	1	3+2	60'(20'), fly 240'(80')	1 bite/ 1 acid breath	1-6/3	F3	8	N	CC64
Dragonfly, blue	-1	4+2	60'(20'), fly 240'(80')	1 bite/1 lightning breath	1-6/4	F4	9	N	CC64
Dragonfly, gold	-3	5+2	60'(20'), fly 240'(80')	1 bite/1 gas or fire breath	1-6/5	F5	9	N	New
Dragonfly, green	0	4	60'(20'), fly 240' (80')	1 bite/1 gas breath	1-6/4	F4	8	N	CC64
Dragonfly, red	-2	5	60'(20'), fly 240' (80')	1 bite/1 fire breath	1-6/5	F5	9	N	CC64
Dragonfly, white	2	3	60'(20'), fly 240' (80')	1 bite/1 cold breath	1-6/3	F3	8	N	CC64
Dragonne	3	8*	150'(50')	2 claws/1 bite or roar	1-6/1-6/4-24	F8	8	N	CC65
Efreeti, lesser	3	10*	90'(30'), fly 240' (80')	1 fist	2-16	F15	12	C	E48
Fish, giant rock	7	5+5*	180(60)	4 spines	1-4 ea. + poison	F3	8	N	E49
Giant, storm	2	15**	150'(50')	1 + special	8-48 + special	F15	10	L	E50
Golem, amber	6	10*	180'(60')	2 claws/1 bite	2-12/2-12/2-20	F6	12	N	E50
Golem, bone	2	6*	120'(40')	4 weapons	BWT	F4	12	N	E50
Golem, bronze	0	20**	240'(80')	1 fist + special	3-30 + special	F10	12	N	E50
Gray ooze	8	3*	10'(3')	1 acidic touch	2-6	F2	12	N	B31
Hawk, giant	6	3+3	450'(150')	1 claw	1-6	F2	8	N	CC16
Hawk, normal	8	½	480'(160')	1 claw	1-2	NM	7	N	CC16
Horse, draft	7	3	90'(30')	Nil	Nil	F2	6	N	E51
Horse, riding	7	2	120'(40')	2 hooves	1-4/1-4	F1	7	N	E51
Horse, war	7	3	120'(40')	2 hooves	1-6/1-6	F2	9	N	E51
Hydra, flying	5	5-9**	60'(20')	1-3	1-10 ea. + special	F5-12	11	N	E52
Hydra, sea	5	5-9**	120'(40')	5-12	1-10 ea.	F5-12	11	N	E52
Hypnosnake	4	8*	90'(30')	1 bite or 1 gaze; tail	1-8 or sleep; 1-10	MU5	9	C	CC70
Invisible stalker	3	8*	120'(40')	1 blow	4-16	F8	12	N	E52
Living statue, crystal	4	3	90'(30')	2 blows	1-6/1-6	F3	11	L	B32
Living statue, iron	2	4*	30'(10')	2 blows	1-8/1-8 + special	F4	11	N	B32
Living statue, rock	4	5*	60'(20')	2 magma jets	2-12/2-12	F5	11	C	B32
Lupin	6	2	120'(40')	1 weapon	BWT	F2	8	L	CC39
Mercenary	7	2	120'(40')	1 weapon	BWT	F2	8	N	–
Native	9	1	120'(40')	1 bow	BWT + poison	F1	7	V	CC41
Nomad	V	1	120'(40')	1 weapon	BWT	F1	8	N	E53

Orc	6	1	120'(40')	1 weapon	BWT	F1	6/8	C	B35
Owl bear	5	5	120'(40')	2 claws/1 bite	1-8/1-8/1-8	F3	9	N	B35
Oxen (herd animals)	7	4	240'(80')	1 butt	1-8	F1	5	N	E46
Pagan	6	1	120'(40')	1 weapon	BWT	F1	8	N	CC42
Phanaton	7	1-1	90'(30'), gliding 150' (50')	1 weapon	BWT	F1+2	7	L	CC43
Purple worm	6	15*	60'(20')	1 bite/1 sting	2-16/1-8 + poison	F8	10	N	E55
Rakasta	6	2+1	90'(30')	2 war claws/1 bite	1-4/1-4/1-4	F2	9	N	CC44
Rat, normal	9	½	60'(20')	1 bite per pack	1-6 + disease	NM	5	N	B36
Rust monster	2	5*	120'(40')	1 antenna	Nil	F3	7	N	B36
Sabre-tooth tiger	6	8	150'(50')	2 claws/1 bite	1-8/1-8/1-16	F4	5	N	B27
Shadow	7	2+2*	90'(30')	1 touch	1-4 + special	F2	12	C	B36
Snapper	5	3	30'(10'), swim 180'(60')	2 claws/1 beak or 1 long bow	1-6/1-6/1-8 or BWT	F3	9	C	CC46
Strangle vine	9	1/1' sq.	Nil	1 entangle	Special	NM	12	N	CC57
Termite, fresh water	6	2+1	120'(40')	Special	1-4	F2	8	N	E56
Termite, salt water	5	4	180'(60')	Special	1-6	F3	11	N	E56
Termite, swamp	4	1+1	90'(30')	Special	1-3	F1	10	N	E56
Tortle	3	4	30'(10')	2 claws/1 beak or weapon	1-4/1-4/1-6 or BWT	F4	11	L	CC47
Wyvern	3	7*	90'(30'), fly 240' (80')	1 bite/1 sting	2-16/1-6 + poison	F4	9	C	E57

CC = *Creature Catalog*
C = Companion Set Book 2
V = varies

B = Basic Set *Dungeon Masters Rulebook*
NM = normal man

E = *Expert Rulebook*
BWT = by weapon type

THE MATCHMAKERS

BY PATRICIA NEAD ELROD

Some matches are made in heaven, but not this one. . . .

Artwork by Valerie Valusek
Cartography by Diesel

Patti Elrod and her husband are currently researching a mystery/suspense novel set in Victorian India and London. She is also working on a suspense story set in the 1930s, a how-to book on arcane crafts, and the design of her own role-playing game. In off moments between writing projects, she admits to playing couch potato while watching her favorite Doctor Who *episodes.*

The Matchmakers is an AD&D® game adventure suitable for 3-6 characters of 1st-3rd level and of chaotic or neutral alignments. It is not recommended for those of lawful or evil alignments. Female PCs and a thief would be helpful but are not absolutely necessary.

Adventure Background

The city of Povero is a busy and prosperous seaport. Its sheltered bay and moderate climate make it ideal for nearly year-round shipping, a real boon to merchants. The governing body of Povero is a council of elders who work with the heads of the local guilds to maintain order and to see that business in the city is conducted in a professional manner.

The elders are appointed for lifetime terms by the landowners and registered, taxpaying citizens. The city charter's many checks and balances prevent any single individual from gaining too much power. Most of the time the system works smoothly and the citizens like it, but there are always troublemakers who like to stir things up to their own advantage.

Of the merchant princes who command great influence in Povero, there are three main families: the Savelles, the Holbins, and the Folbres. The Savelles and Holbins have been rivals for several generations and have engaged in much spirited competition. Though their business dealings are kept in strict line by the city charter, these two families often secretly indulge in minor vandalism and juvenile practical jokes, kept at a fairly harmless level for fear of serious reprisals from the council. If the Holbins discover their house gates painted shocking pink on one day, they may respond by decorating the Savelle chimneys with chamberpots the next. Such antics provide plenty of entertainment and gossip at the local public houses, and each family has its share of supporters among the common people.

The Folbres, headed by the young and very handsome Aldron Folbre, have been in Povero for a mere 20 years and are still considered newcomers in some quarters, but they are very rich. Aldron is a serious and ambitious businessman, a combination that has brought him considerable profits since he took over the family business on his father's death. Though some say his wealth is coming too easily, he is a very likable person and is on friendly terms with members of both the Savelle and Holbin families. One of his best friends is the young heir, Richard Savelle, and the two are often seen together hunting, hawking, or engaging in any of the other activities that amuse rich fops.

A Call for Help

The player characters may arrive in town by whatever means is convenient to the campaign. During their explorations, they eventually pass a dark, dank alley where they hear the unmistakable sounds of a fight. Like any city, Povero has its share of thieves and ruffians looking to fatten their pockets or simply to cause trouble.

If the PCs investigate, they find a well-dressed gentleman in a vicious battle with some ruffians (see below). The PCs should want to join in the fight, for the gentleman is outnumbered; as soon as he glimpses the newcomers, he urgently cries for aid.

When the ruffians are aware of the party's arrival, they require a morale check. Should they fail, they stop fighting their lone and easy prey and try to escape. If they fight, the PCs will face NPC thugs equal in number to the size of the PCs' party, plus an extra 1-4 thugs (AC 8; MV 12"; F1; hp 6 each; #AT 1; Dmg by weapon type; statistics unremarkable; AL any but good; one club and dagger apiece).

The gentleman, Aldron Folbre (AC 6; MV 12" (currently 9"); F2; hp 16 (currently 12); #AT 1; Dmg by weapon type (currently unarmed); S 16, I 16, W 11, D 14, C 13, Ch 16; AL LE; leather armor, *ring of protection +2*, skilled with long sword, light crossbow, and dagger), looks upon the party as his rescuers and is certainly grateful for their aid, whether it was active or not. He is a bit breathless at first and rueful at being caught out away from his usual bodyguards, promising he will not make the same mistake twice. At the very least, he must invite them to be his guests at the nearest public house for a fortifying drink and a bite to eat. Folbre has been slightly injured in the fight, and some nasty bruises on his legs and arms from the ruffians' clubs are making themselves felt.

Limping a bit, he leads them to the Admiral's Arms, a public house where he is greeted with friendship by the innkeeper and shown to a private room where he and the PCs are well served. During the ensuing introductions and conversation, Folbre determines whether the PCs are new in town and in need of employment. He is taking their measure, deciding if they are right for a special job he has in mind. He may be reluctant to ask them to do it. They helped him once for nothing; would they be willing to help him again, this time for a suitable financial return? He warns that they may not like what he has in mind, because technically it calls for some breaking of the law — though he maintains that, in this case, they'd only be bending it a little. If the PCs are interested, he outlines the problem and his plan to solve it.

The Course of True Love . . .

If the PCs are intrigued and urge him on, he tells them about the rivalry between the Savelles and Holbins, and how much they hate each other. That is but a complication to the greater problem, though. His best friend, Richard Savelle, has fallen hopelessly in love with Master Holbin's beautiful and only daughter, Elissa, and she with him. Their families, of course, absolutely refuse to allow them to marry and, in fact, Master Holbin has arranged a more advantageous and profitable match for Elissa. Her loathing for the fat old merchant they've chosen for her means nothing; after all, business is business.

Richard is too emotionally involved to think straight and has come to his friend Aldron for help in rescuing his beloved. Folbre was at a loss for a solution until his meeting with the PCs. Since they are strangers in town, they have no business interests that would be affected by the rivalry, and if they helped him in the fight, they are not put off by a little risk. His plan is to have them "kidnap" Elissa Holbin so she and Richard can be married.

Elissa is well guarded, so it won't be

easy, but Folbre is willing to offer the party 1,000 gp each for one day's work, plus another 500 gp if they can do it with a minimum of violence. Should they ask how he will profit from the union, he explains that once the two are legally married and present themselves as such before the town elders, the two families will have to stop their feud, which is adversely affecting trade. When the feud ends, profits will go up and everyone, including himself, will benefit.

If the PCs agree and ask how he plans to kidnap Elissa, he replies that he has no plan; he is a businessman, not a tactician. However, in anticipation of some solution, he has written out a description of the girl (curly blond hair, blue eyes, 5'4", prefers to wear blue gowns) and assembled interior diagrams of Holbin House and various places in the city where it may be possible to get close to Elissa. One of his servants is cousin to a maid at Holbin House, and through her he has obtained a schedule of Elissa's daily routine. He places this information at the party's disposal and, within reason, finances their venture.

over and above the reward he has promised. He is willing to purchase any supplies the PCs require — rope, horses, a wagon, forged documents, uniforms, etc. — or he can tell them where to purchase these supplies, but they'll have to get a receipt to be reimbursed. He may seem an eccentric romantic, but where money is concerned, he is no fool.

Using the maps and schedule, the PCs can figure out for themselves where and when to kidnap Elissa. They can sneak into the house to snatch her, wait outside and follow her when she goes to the market, or devise some plan of their own. Folbre, however, wants the girl kidnapped before midnight tomorrow, for that is when she is to be lawfully betrothed to the old merchant.

Daily Schedule for Elissa Holbin

7:00 A.M.	Rises, bathes, dresses (room 13).
8:00 A.M.	Breakfasts with family (room 7).
9:00 A.M.	Takes walk about grounds accompanied by one maid and six loyal men-at-arms.
10:00 A.M.	Spends time in parlor (room 5) or atrium (room 11) with other women, sewing or reading.
11:00 A.M.	Helps supervise lunch preparation in kitchen (room 8).
Noon	Eats lunch with family (room 7).
1:00 P.M.	Takes short nap in her room.
2:00 P.M.	Rises, takes carriage to market area for shopping, usually accompanied by her mother, two maids, and the six men-at-arms (gatehouse guards admit no one but family members onto the Holbin House grounds during this time).
6:00 P.M.	Returns from city, changes clothes in room.
7:00 P.M.	Eats dinner with family (room 7).
8:00 P.M.	Family goes to parlor (room 5) for evening wine, gossip, music, and games.
10:00 P.M.	Has evening bath in room, retires for the night.

According to local custom, because of the contracts signed and the money involved, a betrothal is as legally binding as a marriage. Should the kidnapping occur after the betrothal, Elissa's wedding to Richard could (and would) be easily annulled. He asks the PCs to bring Elissa to The Dancing Maidens, a secluded park within the city, one hour before midnight, where they will be met by Richard Savelle and a holy man to perform the marriage ceremony.

Folbre can answer the PCs' general questions about Povero, but it is up to them to come up with a successful plan. If it works, the DM can award experience points for solving the kidnap problem and give a bonus for using a minimum of violence or no violence at all. Folbre stresses the importance of avoiding violence, as it will be for their own good should they get caught. He promises to help them in any way he can if they are so unlucky, but they will have a much harder time with the law if they kill or maim anyone, especially Elissa.

While Folbre has been partially truthful with the PCs and correctly outlined Elissa's and Richard's predicament, he has lied about his intentions once the PCs bring Elissa to the city park. PCs with *ESP* may learn he has something to hide, but at the moment his surface thoughts are entirely concerned with the immediate job. See the section on "The Dancing Maidens" for more information.

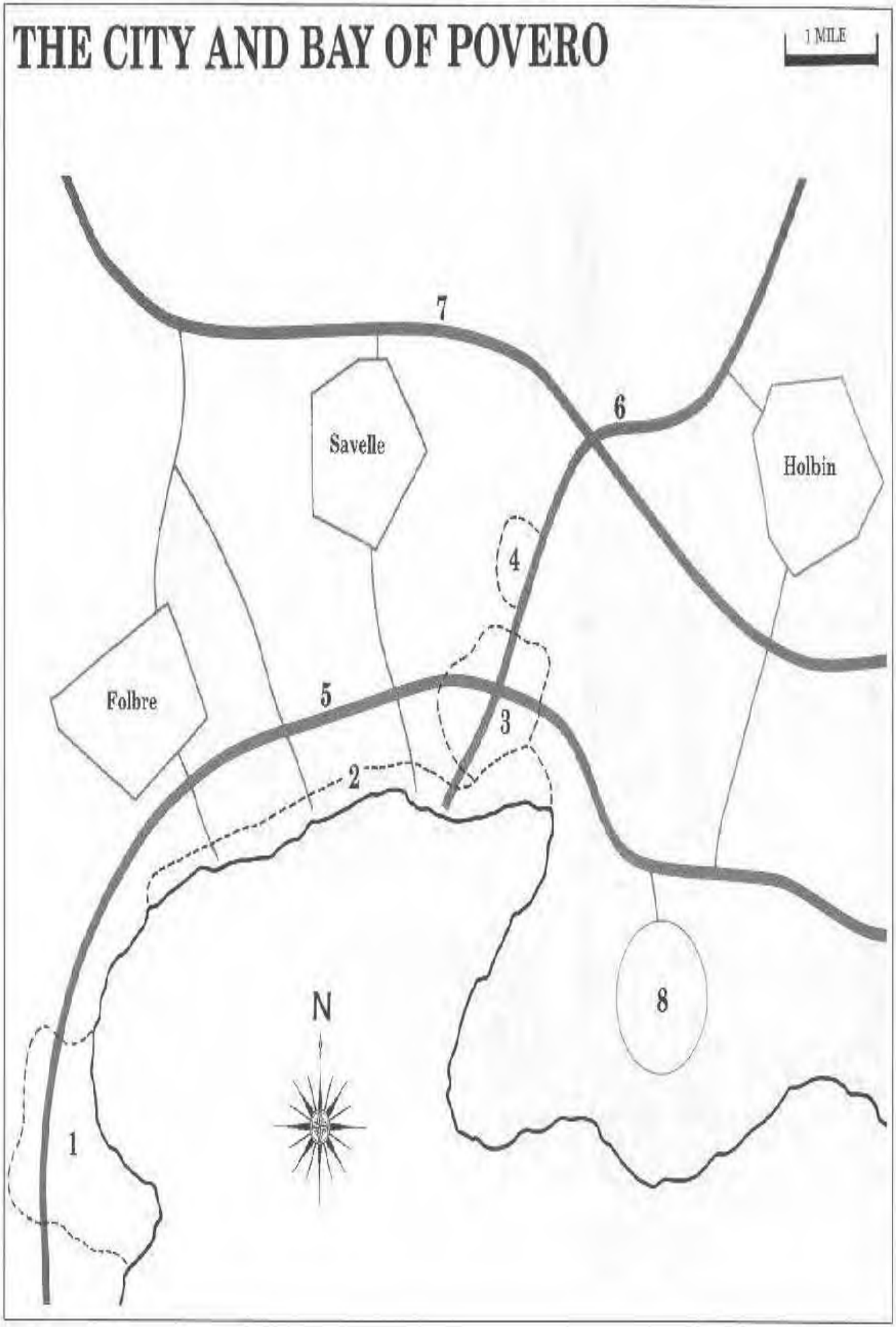
PCs casting divinatory spells in Folbre's presence receive a cold reception from him. He considers such a move to be poor manners indeed and reacts accordingly, withdrawing his offer of employment and himself as well, getting out of the range of the spell. He is, after all, a gentleman; he finds such open distrust from the party to be highly insulting. If such a situation arises, the DM must keep Folbre's reaction understandably reasonable, enough to possibly cause the spell to be miscast, but not so much as to make the party suspicious. He behaves much the same as they would if their positions were reversed.

. . . Never Did Run Smooth

The party should learn that Elissa (AC 10; MV 12"; zero-level human; hp 4; #AT 1; Dmg by weapon type (unarmed); S 8, I 11, W 11, D 13, C 8, Ch 16; AL LG) lives a highly insulated and controlled life. Strangers approaching her and asking her to quietly come along with them would alarm and frighten her. Folbre warns that she is unaware they are trying to help her, and it is important that she be kept quiet, at least until they have a chance to explain the situation to her. Once she understands she will soon be reunited with Richard, she will be fully cooperative. Folbre asks the party not to mention his name to Elissa. Since the kidnapping is illegal, he naturally wants to keep a low profile. If she asks who sent them, the PCs may say they are from Richard. Folbre is of the opinion that, though very pretty and charming, Elissa is not overly smart, and it would be best not to burden her with information she does not need.

If the PCs pull off the kidnapping successfully, they may encounter one major problem that neither they nor Folbre could have anticipated — they may have snatched the wrong girl! Elissa's cousin Trea is visiting Povero. The two girls are the same age and are the daughters of twin sisters, so Folbre's description of Elissa also fits Trea. Trea is in the wrong place at the right time (on a 50% chance, wherever the PCs decide to perform the kidnapping) and might be kidnapped in place of her cousin, unless circumstances would dictate otherwise. Since Folbre declines to actively help the PCs because of his injuries, he isn't around to tell them they goofed.

Trea (AC 10; MV 12"; zero-level human; hp 4; #AT 1; Dmg by weapon type (unarmed); S 9, I 15, W 16, D 12, C 9, Ch 16; AL CG) assumes she is being kidnapped for ransom and is very frightened, just as Elissa would be. She screams for help (unless silenced) and tries to escape. If the party bothers to tell her why she is being carried off, she is smart enough to keep her mouth shut until she feels she can trust the PCs with the truth of her identity. When and if she finds out who hired the PCs for the job, she loses no time informing them of Folbre's true character. Trea pays more attention to business matters than her cousin does and knows that an


THE CITY AND BAY OF POVERO
1 MILE
7
6
Savelle
Holbin
4
Folbre
5
3
2
N
8
1

alliance between the Savelles and the Holbins is the last thing that Folbre wants; it would be financial suicide for him. She correctly guesses he has something more sinister in mind, but she cannot confirm her suspicions. Trea has met Folbre on several social occasions and does not trust him.

Depending on their alignments and brains, the PCs must do some serious thinking to get themselves out of trouble. They have no real proof of Folbre's involvement with the kidnapping. They are strangers in the city, and he is an established and respected citizen. If they opt to run, Trea asks them to stay and help, matching Folbre's payment offer since she is rich in her own right. She fears that even if he is thwarted this time, he may try to stir up more mischief later on. But her primary wish is to see her cousin happily married to Richard.

Whatever their course, the PCs are in a very hot spot for Trea's abduction if they anger her and she chooses to press charges. The honest citizens of Povero take a dim view of kidnappers, duped or not. Folbre may also be after them for bungling the job, to keep them from talking. If they attempt to go to the law to set things straight, they find the guard house thick with Folbre's men, all of them prepared to draw their swords now and ask questions later.

Once the news of Elissa's (or Trea's) kidnapping gets out, the city's reaction will be one of shock and outrage — especially if anyone is harmed. Patrols will be everywhere, checking out any suspicious characters (and all newcomers to the town). If the DM wishes, the Holbins may even go so far as to enlist the services of yet another party of adventurers, perhaps close friends of the family, to recover the missing girl. The DM should arbitrate this as necessary, though close encounters with the city guards need not be played out in detail if the PCs are careful (city guards: AC 5; MV 9"; F1-4; hp variable; #AT 1; Dmg by weapon type; statistics assumed to be 12 in all categories; AL any; chain mail armor, long sword, dagger, club each). Note that one guard in six is either secretly in Folbre's pay or so favorably inclined toward him as to actively support any of his plans which are not obviously evil.

The City and Bay of Povero

The town of Povero is described in general here. It resembles an early Renaissance Italian port city. Specific encounters in the city may be drawn from the *Dungeon Masters Guide*, pages 190-194, though the DM should alter them as necessary to fit the environment and circumstances. Refer to the map of the city of Povero to locate the areas described below.

1. Fishtown is a suburb of Povero, and the harbor for the city's great fishing fleet. The many boats here leave at dawn and return before dark with their catch. The fish are either salted and dried for inland shipment in the processing sheds or hawked fresh in the city market. Boats may be hired here at almost any time of the day or night.

2. The Warehouse District is the heart of all major shipping for the area. It is a busy place, with ships constantly arriving and departing, loading and unloading their cargoes. The sailors off these ships enjoy their free time to the fullest in the warren of inns, grog shops, and gambling and tattoo parlors that line the crooked and smelly streets. The city guards do what they can to keep the peace. They maintain several small holding jails where sailors can sleep it off if they have had too much of a good time. Any sailor taking an unscheduled nap in the street is likely to be "recruited" for a long and sobering sea voyage by one of the roving press gangs that frequent the area. PCs who become separated from the party may become the target of these press gangs. Parties that stick together and put up a bold front are usually ignored.

3. The Market Area is linked to the warehouse district, but is far more respectable. This district supports more merchants per square yard than any other place in the city. Almost all the trade and shipping business is conducted here, by striking deals in the street or in the many taverns, inns, and coffee houses that abound here. Most of the city's shops are located here as well, along with a massive open-air market.

4. The Municipal District. The city elders meet here to do the work of running the local government. The city guard and watch headquarters, the main jail, and the public courts are located here as well.

5. Shore Street is about 50' wide and paved with brick all the way from Fishtown to the Dancing Maidens. It is the main thoroughfare through Povero and almost always clogged with carts, wagons, horses, and pedestrians.

6. Bay Road is paved from its intersection with the Great East-West Road (7) to its terminus in the warehouse district. It, too, is usually clogged with traffic.

7. The Great East-West Road is unpaved, but it is an important overland route, running roughly parallel to Shore Street (5) for about 10 miles, then swinging away from the coastline toward the mountains to the north.

8. The Dancing Maidens is a large public park set aside for the use of Povero's citizens (see the map given for this area).

Holbin House

Situated on a hill to the east and slightly north of the city, Holbin House is a two-story study in local luxury. Several acres of grounds surround the house, all walled in and given over to a small herd of goats whose job it is to keep the grass short and to provide milk (16 **goats**: AC 7; MV 15"; HD 1+2; hp variable; #AT 1; Dmg 1-3; SA male goats charge for +2 "to hit" bonus and +1-2 hp damage on attack; AL N). Two male goats are present, and are known to attack strangers within 30 yards on a 40% chance per round.

A large pond 300 yards south of the house is home to a flock of geese that make a terrific honking and hissing fuss whenever anyone approaches (2-16 **geese**: AC 7; MV 3"/18"; HD 1; hp variable; #AT 3; Dmg 1/1/1-2; SA prevent return attack 50% chance (as per swan, *Monster Manual II*); SD surprised 1 in 1d8; AL N). The noise of their calls has a 20% chance per round of drawing the attention of people at Holbin House, who may fear a dog has gotten onto the grounds.

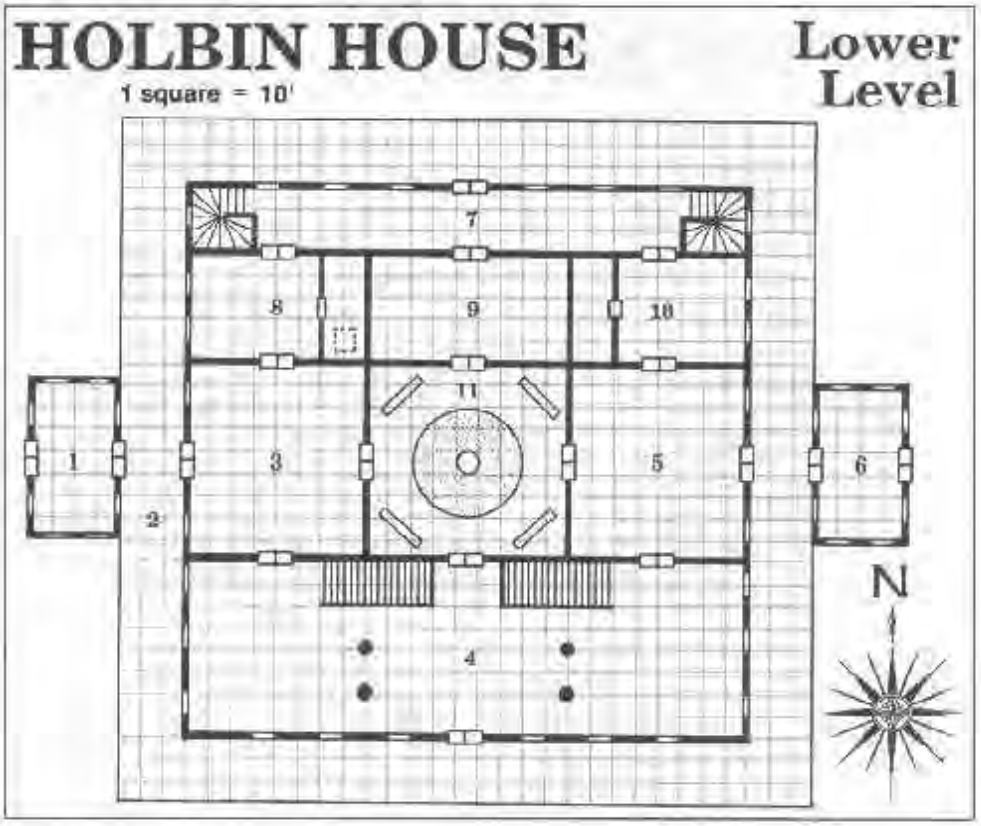
The brick wall surrounding the grounds is 10' tall and 1' thick, with two wrought iron gates, one at the main entrance off Bay Road and the other at the postern off the Great East-West

Road. Both gates are locked at night, and a gatekeeper (AC 8; MV 12"; F3; hp 17; Dmg by weapon type; statistics assumed to be 14 in all categories; AL LG; leather armor, long sword, and dagger each) resides in each gatehouse at all times.

The grounds are well kept, full of fruit trees and berry bushes. There is a garden near the kitchen (see the Holbin House map, room 8) and a barn, stable, and smithy just off the heating plant (room 1). The blacksmith does not live on the estate but spends his days here, shoeing horses and maintaining Mrs. Holbin's carriage. His son acts as groom and driver to the horses whenever the carriage goes out. One man-at-arms rides up front with him; the rest trot behind. Treat both the blacksmith and his son as typical zero-level hirelings (AC 10; MV 12"; hp 3 each; #AT 1; Dmg by weapon type; statistics unremarkable; AL LG).

The house is surrounded by a 30'-wide, square-shaped porch paved with stone. The roof extends out on lofty pillars to cover the porch. There is always shade available somewhere on the porch, a very important consideration in the warm and humid climate. Specific contents of each room of the house are left for the DM to decide; the Holbins are quite wealthy and their possessions are of the finest quality, but they are not ostentatious, and thieves will find the fast-grab pickings not as good as they might hope. Very few weapons will be in evidence, though some items (letter openers, table knives, walking canes, etc.) might double as weapons in a pinch.

Because of the many possible plans that PCs could develop in order to kidnap Elissa from her home, specific locations for the inhabitants are given only in general detail. On the day the PCs arrive at the house (if, indeed, they do so), only Elissa (and possibly her cousin Trea), her mother, four maids, the blacksmith and son, the gatekeepers, and six men-at-arms are present; Elissa's father is away on business for the day, and the other servants have been given time off prior to the betrothal. The maids and Elissa's mother are zero-level NPCs (AC 10; MV 12"; hp 2 each; #AT 1; Dmg by weapon type (unarmed); statistics unremarkable; AL LG), but the men-at-arms are not (AC 8; MV 12"; F1; hp 9, 8 (×2), 7, 6, 5; #AT 1; Dmg by weapon type; AL LG; leather armor, short sword, club each).



The DM must remember the 50% chance that Trea is also present at the Holbin House. It might be assumed that Trea and Elissa are having a tiff over last night's chess game, which Trea won, and are thus not seen in each other's presence during the day until nightfall, when the quarrel is resolved.

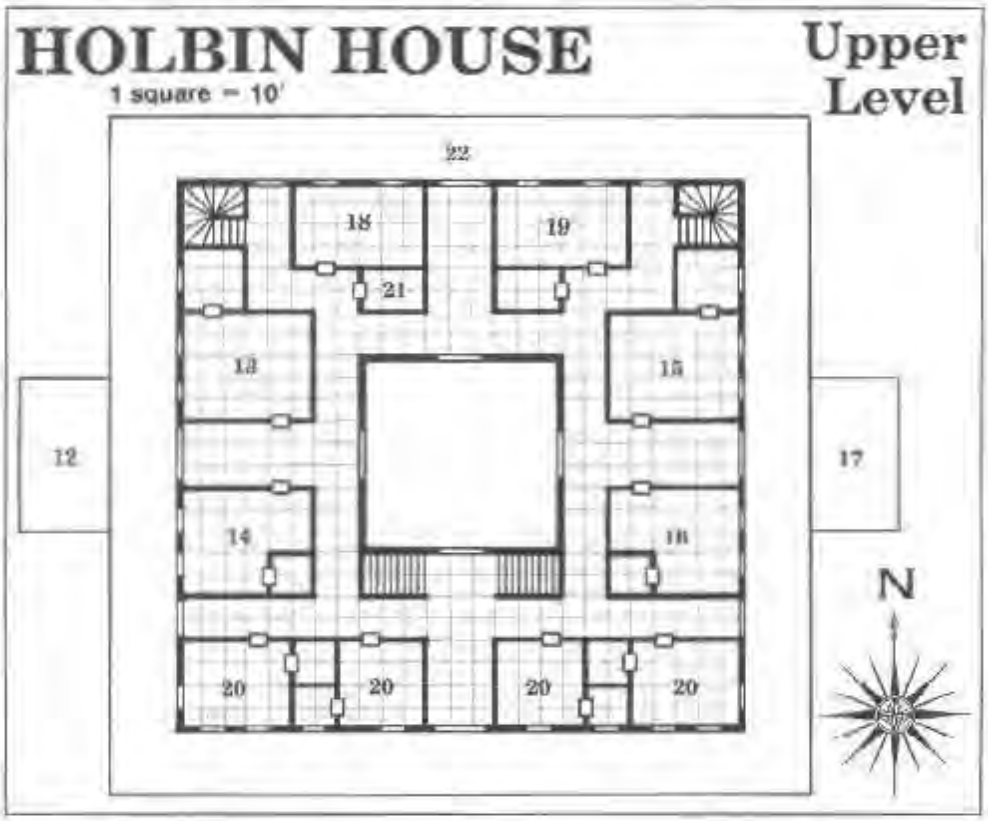
Lower Level

1. Heating Plant. During the few months of the year that are cold, this heating plant keeps the house toasty warm. A series of pipes run under the house and between the floors from this point. Hot water is pumped through, keeping the house comfortable without the constant feeding of fireplaces. Only part of the plant is in use at this time of year, to provide hot water for the kitchen and baths and to circulate water in the fountain (room 11). A great deal of coal is kept here, as well as many tools, but little else of value.

2. Porch. The north and east sides of the porch are furnished with a number of chairs and tables scattered about, along with several large tubs of plants and a set of wind chimes.

3. Formal Dining Room. The eight tables in this room are designed to fit together in various arrangements, depending on the number of dinner guests. At this time of year, there is no real social season, so the tables are covered with long dustsheets, and the 48 dining chairs are lined up against the walls. The family members take their meals in the long gallery (room 7). The dining room is not closed off though, for the servants often use it as a short cut to other rooms. Two cabinets in this room each display 12 rare and valuable antique vases and glasses, each worth about 50-500 gp but being extremely fragile (save as glass or crystal). No silverware is usually kept here.

4. The Grand Hall. This very large room lined with paintings and tapestries is where parties and receptions are held. Four stout pillars help support the second floor, and two staircases leading up form a frame to the atrium doors. Numerous portraits line the walls, each picture being worth 100-400 gp to a collector.



5. Parlor. This is the most comfortable room in the house. The family spends a lot of time here, as evidenced by the comfortable padded chairs, game tables, musical instruments, and sewing projects. When the ladies are not in the courtyard (room 11), they are usually found here. The contents of this room may be improvised by the DM; the most valuable portable items here are the musical instruments, particularly the three silver flutes (300 gp each) and the platinum-stringed lap harp (750 gp). Several lutes, carved jade chess pieces, and small wall hangings may also be found. The knitting needles could be used as weapons (as knives doing 1-3 hp damage).

6. Conservatory. A year-round hothouse for Mrs. Holbin's prize flowers, this room is warm and humid even in winter. The hot water pipes that run above floor level along the lines of tables keep her delicate plants in good health. No valuables are here, though some items (like small trowels and clippers) could serve as minor weapons.

7. The Long Gallery. Running the back length of the house, this is another leisure area and contains the back stairs and an informal dining table and chairs. When the family is not here, the servants use it to enjoy their free time.

8. Kitchen. This room has all the modern conveniences: running water, a large stove, and long preparation tables. The head housekeeper and cook have keys to the pantry and keep a strict watch on it. Only Master Holbin has the key to the small wine cellar, the trapdoor to which is located in the pantry floor. Servants on duty spend their time here, polishing silver, repairing household linens, taking their meals, etc., so the house's bell system is located here. A row of bells is attached to the east wall on either side of the pantry door, one bell for each room inside the house. Anyone pulling on a room's bell rope summons a servant in 3-6 segments if in a downstairs room, 5-8 segments if upstairs. Valuable items here include the silverware, good china, wine glasses, rare foods and spices, and other obvious possessions. The knives here are perfectly serviceable as weapons.

9. The Master's Office. Holbin keeps long hours and often brings his work home. This room is furnished with a large desk and chair, a smaller desk for his secretary/scribe, and lots of shelves full of bound paper records. As noted earlier, at the time the PCs arrive, Master Holbin (and his male secretary) are away on business.

10. Library. The books that fill this room are mostly about business and economics, though a few express the ladies' tastes. There are several comfortable chairs and tables and strategically placed oil lamps. The library doubles as a display room for Mrs. Holbin's knicknacks and other dust collectors. The DM should custom-design a variety of unusual items that could be found here; few of them should be magical unless they are only of curiosity or display value. Some of the trinkets could be fairly expensive (up to 1,000 gp value), but none are especially gaudy.

11. Courtyard. Sometimes called the atrium, this open court is the showpiece of the house. The courtyard extends upward to the open sky above the second floor. Four wide windows, usually open, overlook the court from the upstairs halls. The courtyard also makes a good shortcut to other rooms, so some member of the household can almost always be found passing through. In the warm months, the sound of water from the large central fountain is soothing and cooling. The place is green with many kinds of ornamental plants growing in pots and hanging from baskets. In each corner stands a low marble bench. The fountain edge is 1' high and 1' across. Mrs. Holbin's two pet parrots live here during the warm months. Both talk and love to show off for visitors, whether invited to or not. Any strangers entering this area after the house has gone to sleep awaken the birds, who greet them loudly and try to perform for a reward. Anyone trying to attack the birds causes them to emit alarmed squawks and fly up to the second floor for safety.

Upper Level

12. Roof of the Heating Plant. Made of baked red tiles and slanting slightly away from the house, the roof of the heating plant is a 10'-jump below the roof of the main house.

13. Elissa's Bedroom is furnished with a large bed, two large wardrobes, and several chests to hold her clothes. A formal gown hangs from a wardrobe door — her betrothal dress. Numerous pieces of jewelry may be found in the jewelry box under the bed (up to 15,000 gp worth, as determined by the DM). The contents of this room, as well as the other bedrooms, may be elaborated upon by the DM as desired, within the boundaries of what one might reasonably find within a wealthy merchant family's home.

14. Trea's Bedroom is held for her frequent visits to Povero. It contains one wardrobe on the east wall and a large chest at the foot of the bed, which is against the north wall. The room shows signs of current occupation (shoes dropped on the floor, an open wardrobe door, etc.). A small portrait painting in a frame shows the two cousins side-by-side — the only visible clue that there may be more than one "Elissa." The jewelry box in one chest holds up to 4,000 gp of jewelry, as determined by the DM. Hidden in the bottom of the small chest is a silver dagger in an ornate sheath: a gift from a warrior-merchant friend of Trea's.

15. Master Bedroom. In addition to the usual bed, wardrobes, and chests, this room contains Mrs. Holbin's small writing desk, set between the two windows. Various pieces of jewelry are scattered throughout the bottom of one chest (up to 15,000 gp worth), as Mrs. Holbin is not very organized. Several interesting mementoes are visible in the room, all of which may be designed by the DM.

16. Spare Bedroom. Although they must vacate the room for special guests, the butler and his wife (the head housekeeper) usually sleep here. Aside from a 300-gp watch and a 500-gp necklace in a wardrobe, there is little of immediate value here (the butler and maids have invested the majority of their monies in merchant interests and local banks). A belt purse in one chest holds 22 gp.

17. Conservatory Roof. This slightly peaked room is similar to the heating plant roof, except for its two large glass windows that catch the sun's rays. Anyone standing at the windows of rooms 15 or 16 can easily see down inside room 6.

18. Maids' Bedroom. Four of the junior maids share this room. It is crowded with beds and chests. Though cramped, it has a fine view of the grounds. The contents of the chests are so varied and jumbled that anyone searching through them will soon realize that little of value can be found here. One valuable random item will turn up per turn of searching, but each such item will be of a value less than 30 gp (e.g., a purse with 12 sp and 2 cp, an ornate copper ring worth 5 sp, a paste-jewelry broach worth 2 sp, a rare gold coin worth 5 gp, a brand-new and rather risqué set of undergarments worth 6 gp, etc.). The total value of the small, portable items herein is 500 gp.

19. Senior Maids' Bedroom. Two maids share this room and must share the adjoining bath with the other four maids. The same note regarding valuables in room 18 also applies here, though discovered valuables will be worth 100 gp or less. A total value of 1,000 gp applies to the small, portable contents of this room. No weapons (save for a bronze letter-opener) may be found here.

20. Guest Bedrooms. Four guest rooms line the south wall, each furnished with a bath, wardrobe, chest, and bed. None are currently occupied as the house party season is over.

21. Storage. This large walk-in closet holds all the upstairs linens. The floor in this room squeaks very loudly when walked upon, alerting everyone at this end of the house (on upper and lower floors) to the presence of someone in the closet. Unless there is good reason to suspect something is amiss (e.g., the floor suddenly squeaks at 3 A.M.), the noise is ignored.

22. Roof. Twenty feet above the porch, the baked red tiles slant downward to direct rainfall away from the house.

Povero's Market Area

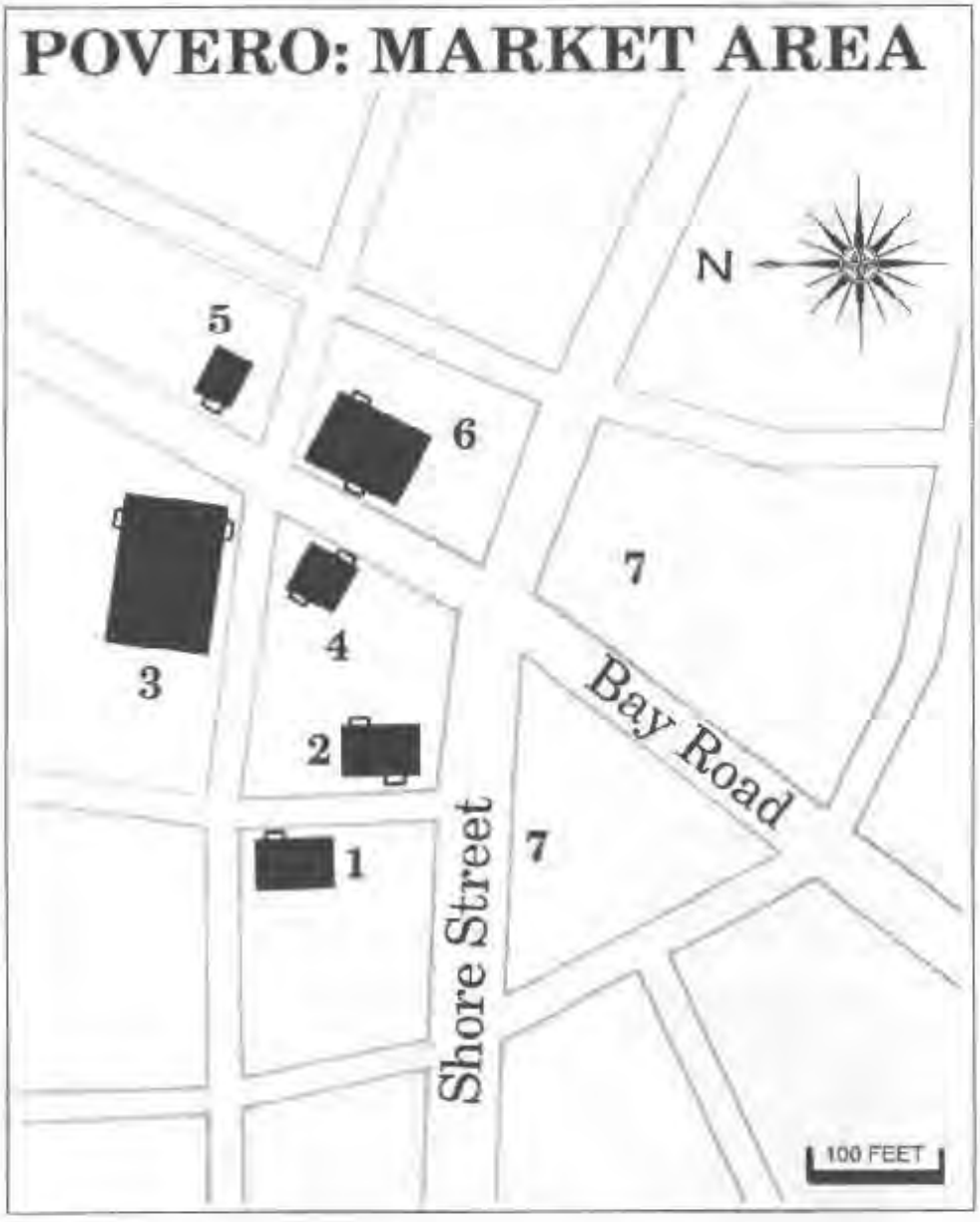
Elissa regularly visits a number of shops in Povero, since she and her mother are very serious shoppers. Listed below are the stores she is most likely to patronize, in the order she usually visits them. Remember that Trea may also be shopping in the area (50% chance), and frequents many of the same establishments, although they will never be in one shop at the same time.

If encountered in the market, Elissa will be in a downcast mood; her mother is picking out things for the upcoming betrothal and wedding, and Elissa is generally depressed about the whole affair and is thinking wistfully of Richard. Trea, on the other hand, is in a fairly good mood, though saddened about her cousin's predicament. Trea, like Elissa, will have six male bodyguards (in her own employ), but has no other companions.

All NPCs encountered below, unless otherwise noted, are zero-level humans (AC 10; MV 12"; hp 1-4; #AT 1; Dmg by weapon type (unarmed); AL variable, but usually good or neutral, as appropriate).

1. Mistress Bobbin's Dress Shop. This exclusive and very expensive dressmaker is open to ladies only. Male PCs are refused entry by the very formidable receptionist, Miss Dremonk. The Holbin men-at-arms refer to her as Miss Dreadful, but only behind her back. Fifty years old and utterly fearless, she has all the endearing qualities of a rampaging brachiosaurus and a powerful voice to boot. Female PCs are made welcome with varying degrees of politeness, depending on the richness of their attire. The inner room contains several racks of ready-made clothing to browse through, but most of the business is in custom-made garments. A shop helper hovers near any shoppers to bring fabric samples or take measurements. When Elissa shops here, her bodyguards must remain outside. If they hear any sort of violent commotion within, they'll come rushing to the rescue, in spite of Miss Dremonk.

2. The Gray Whale Pub. Elissa herself would not think of entering a common tavern, but the pub is located just down the street from Mistress Bobbin's Dress Shop and is something of a temptation to her men-at-arms, who will have had a long and thirsty trot through the city. They often take turns two at a time, to get refreshment. The pub might also make a good observation post for PCs staking out the dress shop. The rear door opens onto an alley that winds behind a row of shops to join the street just opposite the dressmaker's shop.



3. Bizarre World is a large, high-shelved, narrow aisled store specializing in highly priced imported items: spices, perfumes, bolts of rare cloth, and other luxury goods. Because of the value of the merchandise and rarity of many items, the staff here are always on the lookout for customers who behave suspiciously, especially strangers, for fear they may be thieves. The store employs two guards for each of the front doors (AC 8; MV 12"; F1; hp 8 each; #AT 1; Dmg by weapon type; AL LN; club, dagger). It is their business to refuse entry to suspicious characters, or capture and hold them should they be discovered in the store. If necessary, the guards give chase while shouting for assistance from the city guard. The 10'-wide rear door is usually open for the receiving of goods and for ventilation. A number of full and empty crates are piled up here, and at least five husky workers spend the day hauling goods in and out of the doors. They are likely to notice someone who doesn't belong there, though a PC disguised as a merchant will probably go unquestioned. Any uproar here brings the front-door guards within 1-4 segments.

4. Esmerelda's Lacy Unmentionables Shop is another expensive establishment where men are strictly forbidden. In anticipation of her upcoming betrothal and marriage (whether she likes the groom or not), Elissa is building up her trousseau. Her party may spend a lot of time here as she picks and chooses fluffy finery, and is measured and fitted for delicate garments. The bodyguards, of course, must remain outside. The back door opens onto a short alley just off the east-west road north of Shore Street.

5. The Teeny Tiny Tea Shoppe. Elissa's party often stops here for a light snack of sweet cakes and tea — and a lengthy gossip session should they meet someone they know. Men are not excluded here, but few ever venture inside. For some reason, they find the small building and its frilly, feminine decor oppressive. Elissa's bodyguards remain outside. One of the men-at-arms is involved with the shop's serving girl. She often slips out to bring them left-over cakes, and a female PC could possibly take her place in the shop at this time.

6. The Reader's Rest. Povero is renowned far and wide as a center of learning because the majority of its citizens are able to read (printing presses are old news in this rather advanced town). This is the largest bookstore in town, selling a variety of popular books at low cost. Many of these are not true books, but thick, cheaply bound pamphlets covering many subjects, from romantic tales fit for young ladies of quality to spicy adventure yarns for young men. Rare tomes and heavy books of lore are not to be found here. Most books are 5 sp each.

7. The Open Market. These two blocks are crammed with hundreds of small booths, tradesmen, and peddlers, all hawking every kind of item and service from shoe repair to tooth extraction. Elissa's party may browse here, searching for bargains. Their bodyguards are especially alert in the market because of the pressing crowds and the risk of thieves and cutpurses. Violent crime, while known to occur, is rare enough that it is rarely anticipated; theft is the crime of most people's concern here. The open market should be played out as a place of great confusion,

with dozens of competing colors, actions, noises, and smells, and constant contact with people who accidentally brush against each other as they walk through the marketplace. Encounters with rakes (as per the *DMG*, page 192) could lead to a scuffle and a subsequent encounter with guards and constables.

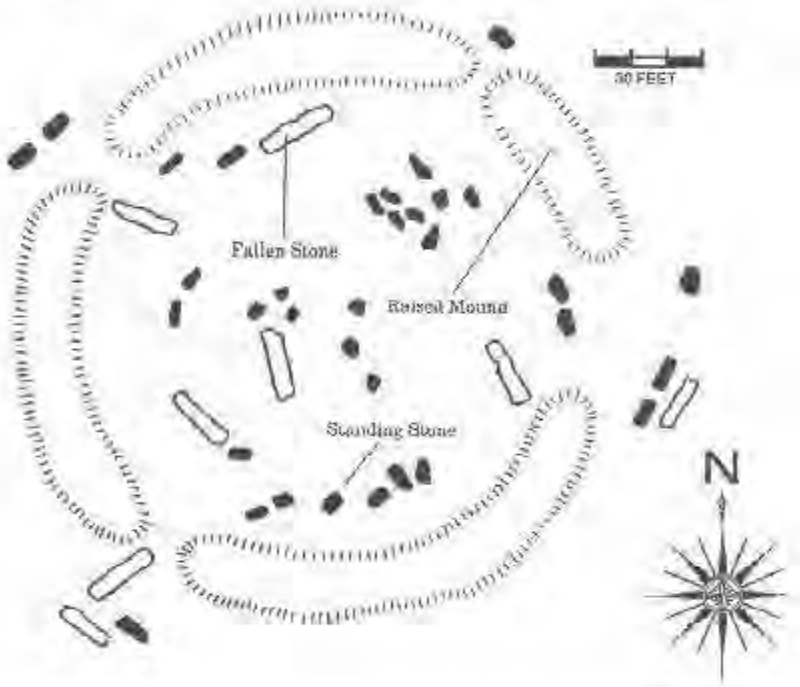
The Dancing Maidens

This famous landmark is easy to find. Any native of Povero, and most of the tourists, can direct the PCs there. The ancient stone circle's origin and purpose have been long forgotten in the passing centuries, but it attracts many curious visitors. Quick to take advantage of the possibility of tourist income, the city elders set aside the area around the circle as a recreation spot. It is honeycombed with gravelled walks, rustic stone tables for outdoor eating, and a wandering herd of sheep that keep the grass short.

At the center of the park stands the circle itself. The four long earthen mounds that roughly surround the stones are covered with long grass and stand 10' higher than the rest of the ground. Standing stones are scattered inside and outside the ring of barrier mounds. The large stones are 20' tall, the smaller ones are 10' tall. Fallen stones are 5' high. All are massive and roughly cut; a monk or thief would have little trouble climbing even the tallest if so inclined.

For the last hundred years, this monument has been the favored spot for young ladies of Povero to have their weddings. The locals love a good party and, whether invited or not, usually drop by to watch, so rich or poor, a bride can be sure of a festive wedding. Following an ancient custom, the unmarried ladies of the city, young and old, link hands and are led by the bride in a dance that resembles a lively game of follow-the-leader. In time to music, singing, and laughter, they skip in and around the stones in a random pattern that must circle each stone at least once. This dance is supposed to bring good luck and health to the happy couple and to insure that all the other girls find husbands, hence the name of the circle: the Dancing Maidens. Since many of the young men of the city turn out to watch the dance, it creates a fine opportunity for the unmarried of both sexes to observe each other, so perhaps there is some validity to the old tradition after all.

THE DANCING MAIDENS



There is no treasure buried in the mounds or among the stones, though town gossip may hint otherwise. No one has actually dug here for treasure, as such an action would be considered vandalism of a public monument. The park is an eerie spot at night, after it officially closes at dusk. With the uneven bleating of the sheep in the distance and the moaning of the wind as it weaves among the stones, the circle can be very lonely, indeed. Treasure hunters may find the place to be very creepy, especially when the sea mists close in and the silent stones loom out of the black and gray light like accusing ghosts.

Richard Savelle appears to be waiting for the party with a holy man and two witnesses for Elissa's wedding. In truth, the four men are Aldron Folbre himself and three disguised members of his own loyal bodyguard (AC 6; MV 12"; F2; hp 7 each; #AT 1; Dmg by weapon type; AL NE; long sword, dagger). Also present, but hiding among the stones, are several more of Folbre's guards, their number equal to the number of PCs present, plus 1-4 more (stats as above, plus light crossbows). Folbre's plan is to cut down the party as quickly as possible, then murder Elissa with a dagger belonging to Richard Savelle, whose name and coat of arms decorate the hilt and blade, so that her beloved will be blamed for her death.

Folbre, despite his considerable charm and civilized bearing, is quite sociopathic and bears no guilt for anything he does to further his own business career (his own men secretly refer to him as "The Serpent"). He gently helped his own father along to the next plane of existence in order to take over the family trade, and he quickly established himself as a figure of respect in the area. Gaining the friendship of Richard Savelle was one of his crowning achievements. Folbre invited young Savelle to supper and slipped a sleeping powder into Richard's after-dinner wine. He then borrowed Richard's distinctive dagger and cloak, and is now wearing the colors of the House of Savelle. In the dark, with his hood pulled close, he strongly resembles the prospective bridegroom.

If the murder occurs and anyone later attempts a *speak with dead* spell on Elissa, she will mistakenly implicate Richard in the crime (Trea, if slain, would still know the truth). The unconscious Richard was brought to the park by cart. He will be conveniently found next to Elissa's body, again wearing his cloak, the bloody dagger in his hand, with no memory of how he got there and no alibi.

The DM should remember the possibility that the PCs arrive with Trea, not Elissa. If this occurs, and Folbre recognizes the girl, he tries to have all the PCs and Trea murdered, then goes ahead with his plan — making the appropriate adjustments, of course. The murder of one Holbin girl is just as good as that of another, he thinks. In fact, when his devious mind has a chance to mull over the implications, he realizes that framing Richard for Trea's murder will bring the added bonuses of forever alienating Elissa from her lover while splitting the Holbin clan with accusations and recriminations.

Folbre plans to say that Richard got very drunk at dinner and began to rave about the injustice of forcing a beautiful young girl to marry a decrepit old man. "'If I can't have her, I'd rather see her dead,' were his last words to me before he stormed out of my house," Folbre will report, "but I shrugged it off as frustration over Elissa's betrothal. I never dreamed my poor friend would go to such a horrifying extreme!"

Folbre hopes that the shocking and brutal crime will spark a terrific civil disturbance between the two families, perhaps even a small civil war. He knows both sides well and is certain of their volatile reactions. By carefully remaining neutral in the conflict, he plans to emerge as the leading merchant prince of the city. Indeed, if he works things right, he may even be able to rewrite the city charter, thereby placing himself in charge of all Povero!

Concluding the Adventure

This only cleric in Povero capable of casting a *raise dead* spell is of chaotic-neutral alignment and has not been on speaking terms with the Holbins for years. No amount of pleading will persuade him to *raise* the dead girl. The cleric might consider a bribe, but his fee would be exorbitant as his purpose is to beggar the entire Holbin family to settle his grudge against them. If popular opinion turns against him, he slips out of town in the dark of night and cannot be traced.

If the Holbins send to other towns for a high-level cleric, Folbre's minions waylay the messengers in order to buy time for his scheme. As travel is slow and uncertain in the wilderness outside of Povero, it could be months before a cleric is found, too late to save the girl. By then, Folbre may be in charge of the city.

If they have managed to avoid being implicated in the kidnap plot, the PCs may want to try to run the cordon of Folbre's thugs in order to bring back a cleric and stone for their part in this sad tale. If the adventurers attempt to denounce Folbre to the city magistrates, it is possible that, as strangers, they will not be believed, unless Trea can testify on their behalf. If the PCs are instrumental in preventing the murder or finding a cleric to *raise* the dead girl, the Holbin family provides a reward at least equal to the amount promised by Aldron Folbre. Ω

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U.S. General Services Administration

SAMURAI STEEL

BY DAN SALAS

Treachery, betrayal, and a flower of ice

Artwork by Jim Holloway
Cartography by Diesel

Dan Salas is a student at Bridgewater State College, studying biology and writing. He is a fan of R.E. Howard's Conan tales as well as martial arts and samurai films. Dan's first writing sales have been to DRAGON® Magazine and DUNGEON™ Adventures. He tells us he plans to submit many more works as fast as he can write them.

Samurai Steel is an AD&D® game *Oriental Adventures* module designed for 4-8 player characters of levels 3-5. Any Oriental PC race or class is suitable, though at least one ninja or yakuza should be included. Gajin PCs are not recommended. This adventure is compatible with the campaign setting in OA1, *Swords of the Daimyo*.

Adventure Background

In your search for adventure, you have taken ship to Hinomoto, the southernmost island of the country of Kozakura. After a short, uneventful voyage, the ship anchors offshore, and you take a rowboat to the beach. Ahead, you can see that the sand is flanked by two large hills of rock. On the right hill, a stone tower overlooks a small fishing village and the thick forest at the interior of the island. The rowers drop you off and then take the boat back to the ship, leaving you alone on the shore.

Before the PCs have a chance to move, 10 fierce warriors march down from the village. There are nine **samurai** (AC 10; MV 12"; 2nd-level samurai; hp 14; #AT 1; Dmg by weapon type; AL LN; katana, wakizashi) and one **lieutenant** (AC 9; MV 12"; 2nd-level samurai; hp 14; #AT 1; Dmg by weapon type; AL LN; katana, wakizashi). These soldiers in brown kimonos head directly toward the party but do not draw their swords unless threatened or attacked. The samurai form a half-circle out of sword reach, blocking the PCs from the village.

The lieutenant steps forward, bows his head, and says, "I am Kinnori Sato, in the service of Lord Shimada Oda. Lord Shimada is now residing within the watchtower that guards this village. I must therefore ask your business here."

If answered poorly or rudely, the lieutenant says, "I must ask you to give up your weapons. Please place them on the

sand." Weapons are confiscated from obedient PCs, but the adventurers are given no further trouble. This demand cannot be denied. The samurai back it up with drawn swords if they must. If the PCs attack, the samurai fight without hesitation. Thirty more samurai (same statistics) hear the sounds of fighting and arrive at the rate of 2-8 every third melee round. Any PCs captured alive (not a likely occurrence) are tied and left in the nearest grain storehouse. There they wait 1-4 days for a trial before Lord Shimada, who rarely gives any sentence except death.

If given fair or innocent-sounding answers, or if the disarming occurs and both sides are still talking, the lieutenant says, "I am ordered to say that you are temporarily restricted to this village. No one is allowed to leave without the permission of Lord Shimada. This is only temporary and is not meant as a personal insult to you." He then points to building 9 (see the map of Yorumura Village). "I suggest that you take rooms at Songbird Inn," he says. "You will find it quite comfortable."

The lieutenant then leads his men back toward the village, leaving the PCs alone on the beach.

For the Dungeon Master

Ibasuido Province is on the northwestern peninsula of the island of Hinomoto. One of its estates is administered by **Lord Shimada Oda** (AC 10; MV 10"; 9th-level samurai; hp 65; #AT 2; Dmg by weapon type; S 14, I 14, W 13, D 10, C 14, Ch 12, Co 10; AL LN; *katana +3*). He is a man of fair ability, but recently his performance has been weakened by the influence of his newest concubine. She is a beautiful young woman named **Korihana** (AC 8; MV 12"; 2nd-level ninja/2nd-level bushi; hp 10; #AT 1; Dmg by weapon type; S 10, I 14, W 12, D 16, C 12, Ch 18, Co 20; AL LE; proficiencies: music, singing, dance, noh, etiquette, katana).

For months, she has been hinting at treachery and corruption in the estate. Her lies are deceptive enough to make Shimada a nervous man. She points out imaginary political plots, warns of assassination attempts, accuses officers of disloyalty, and much more. Overcome with fear, Shimada has been executing and banishing his best samurai. His soldiers terrorize the peasants and interrogate suspects. The estate is in turmoil. No protests have yet reached the shugodai — the military governor of the province — to end this misery.

Korihana is an espionage agent under the orders of another daimyo of Ibasuido Province. This man is Toshio Noboru. He plans to disrupt Shimada's estate completely. When Shimada's incompetence is revealed to the shugodai, Noboru hopes to take control of the estate. His plans are going well. The lies of a pretty woman are proving to be more effective than the efforts of the best ninja could have been.

Now Shimada has taken up residence in a new home on his estate. He has come to the small fishing village of Yorumura, bringing 150 of his samurai. In Yorumura he feels secure, as it is a small area where all of his people can be easily watched. Of course, his favorite concubine is with him, causing more and more damage.

Shimada is unaware that three more enemy agents are operating in Yorumura. One is the innkeeper of Songbird Inn, **Rokan** (AC 9; MV 9"; 3rd-level ninja/3rd-level yakuza; hp 12; #AT 1; Dmg by weapon type; S 12, I 16, W 10, D 15, C 14, Ch 18, Co 9; AL LE; proficiencies: tea ceremony, landscape gardening, animal handling, katana, ninja-to, shuriken, kisaru). The second agent is the inn's servant boy, a 14 year old named **Nezumi** (AC 8; MV 12"; 1st-level ninja/1st-level yakuza; hp 3; #AT 1; Dmg by weapon type; S 11, I 10, W 10, D 16, C 10, Ch 17, Co 12; AL NE; proficiencies: animal handling, cooking, ninja-to, shuriken). The last agent is the village blacksmith, **Hanzo** (AC 9; MV 12" 6th-level yakuza; hp 36; #AT 1 at +1; Dmg by weapon type +2; S 18, I 15, W 12, D 15, C 16, Co 6; AL NE; proficiencies: painting, blacksmith, weaponsmith, katana, dagger, jitte, pain touch maneuver). These men serve mainly as messengers between Korihana and Noboru, since her delicate position does not allow her many chances to contact her employer.

These agents trust no one and try to kill any outsiders who know of their plans. Any PCs who offer to join the conspiracy are immediately treated as enemies. This is especially true for ninja and wu jen PCs, who are considered extremely dangerous to the political plot.

The PCs find Yorumura an unhappy community. The peasants show the necessary respect, but their misery is clear. Not only have Shimada's soldiers been causing trouble, but now the tyrant himself lives here!

By Shimada's command, no fishing boats are permitted away from the beach, since this might allow traitors to leave and arrive in secret. Unable to fish effectively, the peasants wander through the village or mope in their homes. Samurai patrol the streets, traveling in groups of 2-5, with a cumulative 10% chance per soldier that one of each group is a lieutenant. They do not bother anyone without reason.

The PCs have entered a delicate situation, and their own actions determine the encounters that occur. Read the following encounters thoroughly; none of them stands completely alone, and they should run together in a consistent series.

"The Mission" explains the situation to the PCs, telling them what they must do and providing hints for how to proceed. They are warned not to speak where unseen ears might hear. If they discuss their plans in the inn, there is a good chance that the innkeeper or his associate is listening, leading to the "Poisoned!" encounter; the innkeeper attempts to poison the PCs and deliver them as prisoners to Hanzo. In captivity, they are tortured for information but are also given a chance to escape.

The PCs should be suspicious of Hanzo. If they go to explore his house, use "The Raid" encounter. This sets the stage no matter how the PCs intend to proceed.

Returning to the village, they become involved with "The Note," which gives them a reason to suspect — and explore — the innkeeper's home. "A Warm Reception" explains the innkeeper's reaction to them on their return. "Accusation of Treason" deals with Korihana's treachery against the PCs. And finally, "Escape" sets up a possible last-resort attempt by the PCs to get out of Yorumura with their heads still attached.

The Mission

Shortly after checking into the inn (or as they explore the village if they decide to do that first), the PCs are approached by a handsome, middle-aged samurai who wears the colored vest of an officer. He is alone. The samurai says, "Excuse me for interrupting you. My name is Igesu Yaemon, in the service of Lord

Shimada Oda. I would like to speak with you on a matter that is of great importance to all of us." If the PCs agree to listen, he says, "Not here. Never speak of important matters where unseen ears might hear."

He leads the party to the shrine of the sea dragon (area 6), takes a quick look around, and then tells his story:

"As you may know, Lord Shimada is living in that watchtower." He points to area 1, which is visible over the roofs of the peasant homes. "He was a good man, but recently he has become a tyrant and has ordered the deaths of many of his own samurai. He's come to this village because it is easy to defend, since he is fearful of attack.

"Lord Shimada trusts only one person — his concubine. Her name is Korihana, the 'Ice Flower.' She's very pretty and everyone likes her, but I've noticed that Lord Shimada becomes dangerous only after he has spent time with her. I'm convinced that she is responsible for his corruption.

"I've told you this because very soon she will begin to see you as a threat. She'll accuse you of being spies and will suggest that you all be killed. There are too many samurai in this place for even the best fighters to handle. Seven other strangers have died in this way, and all were as strong as you.

"To avoid this, I suggest that you gather evidence against her and present it to Lord Shimada. If you go to the tower, he will grant you an audience. If you can convince him that she is disloyal, you'll find him to be generous. If you cannot . . . then I wish you the best."

He suddenly points to the peasant house nearest to area 2. A pretty young woman dressed in flowing white robes stands there in conversation with a tall, ugly brute dressed like a peasant. No one else is near them.

"That is Korihana," Yaemon says in surprise. "And the village blacksmith, Hanzo. What business has he with the daimyo's concubine?"

After a few moments, Korihana walks back into the village, while Hanzo crosses the sands toward his house (area 5) next to the rocks. He gives the party a long, cold stare, but does not stop unless approached.

Yaemon says, "Yesterday, when Hanzo delivered two dozen new horseshoes to the watchtower, he asked a lot of questions about the tower's history. From the conversations that were related to me by the soldiers, the blacksmith learned about the tower's layout and the position of of the guards. He also seemed to be studying every detail of the place that could be seen from the outside. I'm not sure of his intentions, but I know that he came to the tower to do more than deliver horseshoes.

Yaemon glances over his shoulder nervously, then quickly says, "I've told you what you need to know to save your lives. If you try to escape from the village against Lord Shimada's orders, his men will hunt you down. If you stay, you'll be executed if you can't prove the concubine's treachery. Act fast, but be careful. Never discuss these things where unseen ears might hear."

If the PCs ask, "Why can't you take care of this matter yourself?" or "Can we expect any help from you later?" Yaemon says, "Today is my last day here. My lord has accused me of treachery because Korihana knows that I suspect her." He will not, however, give this information without reason.

When the players have no more questions, Yaemon says, "Excuse me, but I must go now. Good luck." He then walks through the village toward the watchtower, never to be seen in Yorumura again.

Poisoned!

The DM should pay close attention to where the PCs discuss their plans. Any time important matters are spoken of in the inn, there is a 70% chance that Nezumi overhears the conversation and reports it to Rokan. Check this every time the players get careless.

If Rokan learns that the PCs are suspicious of Korihana and Hanzo, he attempts to poison them. Nezumi — smiling as always — appears at the door of the PCs' room carrying a tray, a pot of hot tea, and enough cups for all. He says, "Business has been poor lately, and my master wishes to show his appreciation." He fills the cups, including one for himself, and invites all to join him. It is bad manners to refuse the offer, and the DM might want to punish those who are so rude with a penalty of −1 honor point.

Nezumi has already taken a poison antidote and is not affected. The sleep potion in the tea takes effect after one turn (no saving throw) and lasts for five hours. If even one PC does not drink the tea, the PCs are left alone in their rooms. A *slow poison* spell will delay the potion's effects, and a *neutralize poison* spell will negate them. The DM should try to avoid letting the players suspect the presence of poison if the plan fails. This can be done by saying that, one by one, the PCs become very drowsy and begin to drift off to sleep.

If the PCs realize the boy's treachery and become active, he screams, "Murderers!" and escapes through the nearest door or window. At his first chance, he enters the crawl space under the inn and tries to get to the trap door under room 9S (see Songbird Inn map). Then he climbs up into the room and enters the secret corridor, where Rokan is waiting for him. They gather weapons and attack the PCs at the first opportunity.

If Rokan's plan goes well, all the PCs drink the poisoned tea and are captured. They awaken in the house of Hanzo, in a room in his cellar (room 5N on the map of Hanzo's House). They are all stripped to the minimum of clothing, with ankles roped together and hands tied behind their backs. Their outer clothes lie in a pile in one corner of the room, but their weapons and equipment are on the main floor in room 5F (on the far side of the guard dog, of course!).

Hanzo enters the room as soon as the last PC awakens. He asks a few questions, including "Who are you working for?" "How much do you know?" and "Are there any other spies?" He addresses his questions to the entire party at first, but if answered rudely or not at all, he approaches the PC with the highest combination of strength and constitution scores, applies a pain touch maneuver (*Oriental Adventures*, page 104), and asks his questions again.

A PC who resists must save vs. paralyzation. Modifiers are a cumulative −1 per previous pain touch received, −4 for unimportant information (DM's judgment), and +4 for important or personal information. Those who fail must give an answer. Anyone attempting to lie must save vs. paralyzation again, with the same modifiers in addition to −3 for good PCs, −2 for lawful PCs, +3 for chaotic PCs, and +2 for evil PCs (e.g., lawful-good PCs save at −5, chaotic good PCs get no additional modifiers, etc.). All of these modifiers are cumulative.

Hanzo checks the bonds of each prisoner and then goes to room 5B on the main floor, where he sits and meditates until the PCs force him into action. He

leaves a paper lantern in the room with the prisoners, and it remains lit for another four turns.

The PCs are now alone and may attempt to escape. The DM might allow them to use the ninja capability *escape* (*Oriental Adventures*, page 21), reduced by half for non-ninjas. Or, the DM could allow a *bend bars/lift gates* roll for a chance to break free. What happens once the PCs are free is determined by their own actions. Refer to the encounters in Hanzo's house and the map on page 42.

The Raid

If the PCs decide to look for information in Hanzo's house on their own use Table 1 to determine his location when they arrive. If Hanzo is not located on Table 1, use Table 2.

To determine Hanzo's reaction to the PCs, remember that he is an intelligent man but is friendly only when he must be. He can be hostile to those who don't seem to deserve his hard-won respect. If Hanzo discovers armed intruders in his home (or escaped prisoners from the cellar), he releases the guard dog from room 5F and attacks immediately, using the *katana of quality* from room 5B and trying every deadly trick he knows.

The Note

If the PCs decide to return to the inn from Hanzo's house, they encounter Korihana in the village. As soon as they come in sight of the inn, they see her walk past its front gate. She does not see them, and drops a small scroll case to the ground at the gate. She continues on, walking casually through the village for two turns before returning to the watchtower. If she is attacked or otherwise bothered, her shouts bring a dozen samurai to her aid in 2-3 rounds.

Two rounds after Korihana drops the scroll case, Nezumi comes out of the inn, retrieves the case, and goes back inside through the entrance to Rokan's private rooms. If the PCs do not take any action to grab the scroll or interrupt the ninja's plans, Nezumi goes to room 9S and hands the scroll to Rokan. After that, the boy goes to room 9H to sleep.

Rokan opens the scroll case and reads the note inside (this takes four rounds). He then takes the note to the closet (room 9U) in his bedroom and places it in the concealed compartment there.

The note reads: "The hare will soon be ready for the catch. Let the iron-forger know that in seven days he may inform our employer of Shimada's weakened state." It is signed, "The Flower of Ice."

Table 1

Time	Location	Chance of Hanzo's Presence
Day	Smith shop (5J)	80%
Early evening	Sitting room (5B)	70%
Night	Bedroom (5C)	90% (asleep 40%)

Table 2

1d6	Location
1-2	Dog's room (5F)
3-4	Kitchen (5E)
5-6	In village (return in 1-4 turns)

A Warm Reception

The PCs are given no more trouble at Songbird Inn. If they return from Hanzo's house, Rokan realizes that they are too strong for him (even if he learns of their mission after they raid the blacksmith's house). Rokan doesn't want to take any more chances with such a powerful group and waits patiently for the "Accusation of Treason" encounter to occur.

If the PCs force a fight or try to search Rokan's house, the two ninja/yakuza fight to the death. They try to use the eggshell grenades from room 9S and prefer to attack from behind rather than fight openly.

Accusation of Treason

The PCs have been warned of a time limit by Igesu Yaemon, and the DM should allow no more than four game days before Korihana turns against them. Remember that she works in cooperation with her three fellow agents, and anyone who stirs up trouble against them quickly draws her unwanted attention. If the enemy agents know of the party's suspicions, don't let more than two days pass before Korihana decides that it is in her best interest to eliminate them. She works on Lord Shimada's fears until he is convinced that they are spies. The PCs see the results of her treachery when Shimada sends a dozen samurai to arrest them.

This group (see samurai stats on page 37), led by one lieutenant, enters the inn during daylight. All PCs at the inn are held there, and all others are politely "escorted" back to the inn. The soldiers throw open the doors of the PCs' rooms, and the lieutenant reads aloud from a scroll. "Lord Shimada Oda has proclaimed that all persons who are not recognized as servants of the Shimada estate shall not be granted permission to move freely about Yorumura until he passes judgment on their loyalty. By tomorrow morning, all foreigners shall know their destinies."

If the PCs demand to see Lord Shimada, they are granted an audience the next morning. Use the "Judgment of the Daimyo" section. The PCs can save themselves only by convincing Shimada of Korihana's treachery. If they fail to do this, he orders that they be taken away and executed.

If the PCs choose to remain at the Inn, six samurai are posted in room 9C and another six patrol the perimeter of the inn in groups of two. At sunset, they are replaced by fresh guards. During the night there is a 30% chance of the guards becoming drowsy. Chances for surprise and stealth are doubled against guards in this condition.

The PCs have one night to make their escape. In the morning, 30 more samurai arrive to escort the PCs to the beach, where they will be executed.

Escape

The PCs may decide at any time to escape from the village. In addition to the outcome of any encounter at area 12 on the Yorumura Village map, the DM must decide if the party should be allowed to escape. Have they given the adventure an honest try? Have they acted intelligently? Or have they been arrogant, uncooperative, and rude?

It is the DM's option to place a *mirror of mental prowess* (*Dungeon Masters Guide*, page 150) in the watchtower. Lord Shimada can use this magical item to search the woods for escaping PCs. This means that many patrols will be directed toward the PCs' escape route.

YORUMURA VILLAGE
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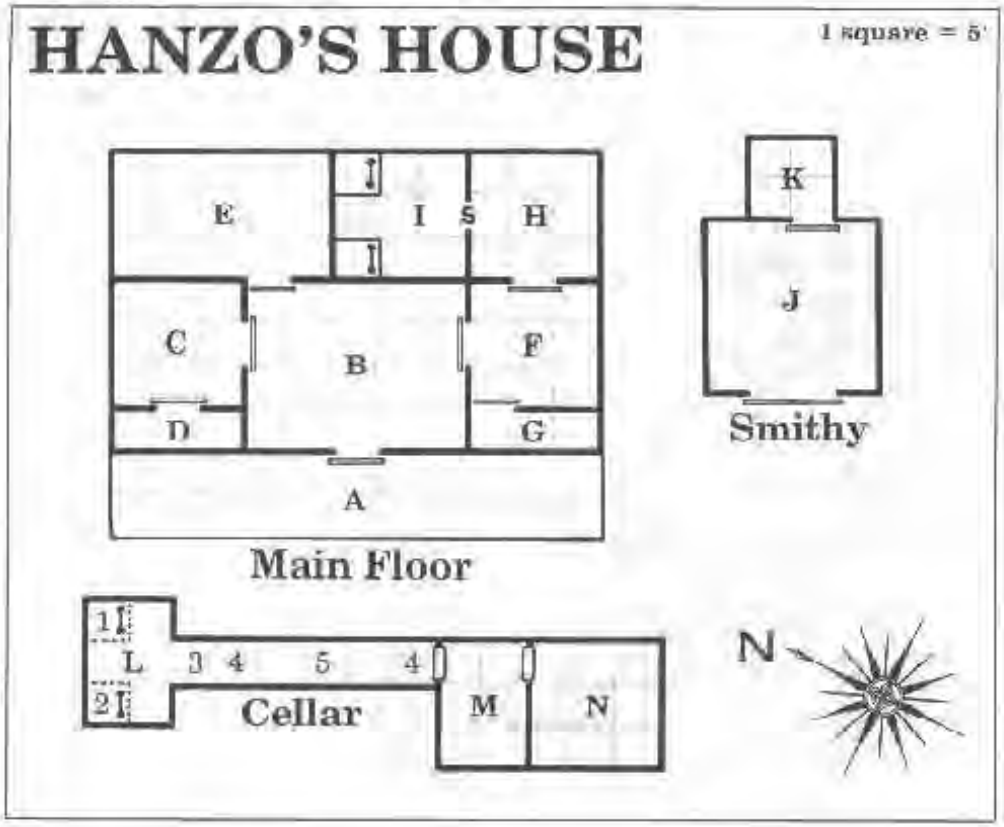


even beyond the two-mile limit normally patrolled. The resulting endless and unavoidable series of encounters will exhaust and demoralize the PCs.

Yorumura Village

The map of Yorumura shows the water line at high tide. On either side of the beach, two large, rocky hills rise thirty feet above the water. The tree line shows the edge of a thick forest, but there are also trees and shrubs among the buildings of the village.

1. Watchtower. Once a mere outpost station, this eight-sided tower is now the home of Lord Shimada. The structure is four stories tall, houses 50 samurai warriors, and is surrounded by a 15'-high stone wall. The southeast gate opens onto two paths, and a secret door in the western wall opens onto the bare hill. Guards patrol everywhere within the watchtower and its grounds. In the tower's stable are 25 medium war horses. Pasted to the front door of the tower is a *charm of protection from theft* (*Oriental Adventures*, page 134).

When guests stand before Lord Shimada, dozens of loyal samurai are always nearby. Fifty more soldiers can be gathered within eight rounds to fight for their lord. If anyone attempts to cast spells in Lord Shimada's presence without his permission, the spell-caster and his companions are attacked by 2-5 samurai in the first round, followed by many others.

No map of the tower is provided, as it is extremely unlikely the PCs will have the opportunity to explore this building. If necessary, the DM can detail the floor plan, placing samurai barracks on the ground floor, storerooms and workrooms on the middle floors, and Lord Shimada's quarters and audience chamber on the top floor.

2. Fishing Boats. These craft were used regularly by the villagers until Shimada's arrival. Now the boats sit abandoned on the beach, tied to posts in the sand. Each boat contains nets, hooked spears, and other fishing tools.

3. Storehouses. Grain and rice are stored in these three waterproof shacks. Since Yorumura has only a fishing industry, it trades with other villages for its supply of farm goods. Each storehouse holds 4-40 koku (*Oriental Adventures*, page 37, "Barter Units).

4. Peasant Houses. These 22 buildings are the homes of the villagers. All are built with wooden frames, wooden outer walls, paper inner walls, and thatched roofs. Many of them have partial verandas, like front porches. The average household consists of four or five people, including a father, a mother, and a variety of children and elders.

5. Hanzo's House. This is a medium-sized peasant home with a covered smithy beside it. While appearing normal from the outside, it is a dangerous building filled with deadly traps.

Hanzo lives alone here. He is an ugly brute whom the fishermen fear and distrust. Skilled at the forge, he provides services for Yorumura as well as other nearby villages. He was once a yakuza in another province, but he presently works for Lord Toshio Noboru in the plot against Lord Shimada. Hanzo allows no one inside his house except a few trusted NPCs (and prisoners).

See the detail map of Hanzo's House to locate the following rooms.

5A. Veranda. This normal-looking veranda is floored with bare wooden planks. This is a *nightingale floor*, designed to creak loudly when weight is placed upon it. For every 5' that a person walks across this floor, there is a 90% chance of causing noise. Stepping on a board causes one squeak, and lifting weight off a board causes another squeak. Thus, each step taken causes two squeaks. All chances to *move silently* are halved, and only magical spells can completely silence the floor. If Hanzo is in area 5B, 5C, or 5F, there is a cumulative 20% chance per squeak that he is alerted to visitors or intruders.

5B. Sitting Room. This is the largest room of the house. Here, Hanzo relaxes after a hard day at the forge. Under the cushions arranged in the center of the room are a dagger and a jitte, both easily reached by Hanzo if he is seated there.

On the northeast wall, in a rack displaying Hanzo's work, hang three finely crafted daggers with ornamental hilts (worth 2 tael each), three beautiful katanas (worth 18 ch'ien each), and one *katana of quality* (10 to hit, worth 60 ch'ien). All have black wooden scab-

bards. The *katana of quality* appears no better than the other swords, though Hanzo knows which one to grab first in an emergency.

5C. Bedroom. This room contains little more than a bed mat in the center and a tray with empty cups beside it. The eastern wall is painted lavishly in the same style as the guest rooms of Songbird Inn. A paint set, complete with brushes and ink, sits in the northeast corner of the room.

A dagger and a *jitte* are hidden under the pillow. Under the bed matting is a note written in Hanzo's crude style which reads: "Has Korihana noticed the new arrivals to the village? They don't look harmless, and they make me nervous. Tell Korihana to have Shimada get rid of them. You yourself should be prepared to have them 'vanish' from your inn." Hanzo intends to pass this note to Rokan, but the blacksmith has not yet had the opportunity to do so.

If Hanzo is sleeping here, he can be awakened by squeaking noises from the veranda. If he is awake when intruders enter the house, he stands next to the wall near the door, where he can surprise anyone coming into the bedroom. At the first opportunity, he attempts to get the *katana of quality* from room 5B.

5D. Closet. This storage area is filled with a jumble of clothing, worn-out sandals, baskets, and other junk. Hidden under a pile of blankets in the center of the closet, an unlocked wooden door covers a small compartment. Inside is a scroll case containing a letter, stamped with Lord Noboru's official seal, granting free travel throughout his estate. There is also a bag with 153 tael, 47 yuan, and 232 fen.

5E. Kitchen. This room is the best (or worst) display of Hanzo's bad habits. Unwashed cups and bowls cover the big wooden table in the middle of the room. The shelves are cluttered with dusty clay containers, some empty, others holding spices, tea, and pepper. The cooking hearth on the northwest wall has not been cleaned for weeks. Hanging over the small fire pit is an iron pot filled with a cold, slimy, green liquid. Nothing of value can be found here.

5F. Dog's Room. Once a family living room, this is now the bedroom of Hanzo's favorite pet, a **guard dog** (AC 6; MV 12"; HD 2+2; hp 16; #AT 1; Dmg 2-8; SA leap attack at +3 to hit, victim must save vs. paralyzation or be knocked onto his back for −3 to hit while the dog is at +2 to hit; AL N).

This animal attacks everyone except Hanzo, and it fights to the death. Only Hanzo can give the command to stop its attack. Anyone who enters the room either awakens the animal (30%) and is attacked in the next round, or finds the dog already awake (70%) and is leapt upon during the first round after the door is opened.

In the south corner of the room are a chewed upon sitting cushion, a water bowl, an empty food dish, and a 10'-long rope that Hanzo uses for a leash when taking the dog outside.

5G. Lavatory

5H. Shrine. Hanzo rarely prays but has set up this room to confuse intruders. In the east corner is a statue of the Fox God, surrounded by candles and incense sticks. Lying under the small statue are several sheets of folded paper containing, in Korihana's small, neat handwriting, descriptions of Shimada's psychological strengths (such as his dedication to bushido) and weaknesses (such as his paranoia and fondness for beautiful women). This document has been given to Hanzo so that he can smuggle it out to agents who will pass it on to Lord Noboru.

Directly in front of the statue is a kneeling figure, its back to the door, wearing the black outfit of a ninja. The figure is actually a wood and straw model stuffed with bags of sleeping powder. Consider the figure to be AC 10. Any sharp object that hits the figure releases a cloud of the powder into the room. Blunt objects have a 50% chance (plus the attacker's *bend bars/lift gates* percentage score) to tear open a bag. The cloud fills half the room in the first round, the whole room in the second round, and lasts for another four rounds before dissipating. Anyone who breathes the powder must save vs. poison or fall unconscious for 2-5 turns.

A secret door leads to room 5I.

5I. Secret Room. This room is kept dark at all times. In the north and west corners, two large holes in the floor lead to room 5L in the cellar below.

From the hole in the western corner, a ladder leads down. A rope attached to the ceiling above hangs down the middle of the hole. Both the ladder and the rope allow passage between the room and the cellar. The rope is strong and safe, but there are tiny metal blades, sharp as razors, set into the backs of the ladder's rungs. These blades can penetrate any unprotected hand that grips the rungs. Each time someone climbs halfway down the ladder, there is a 90% chance that he is cut for 1-2 hp damage and must save vs. poison or lose 2-5 hp more.

The hole in the northern corner also contains a rope and a ladder. The ladder is safe, and the rope appears to be securely tied to a ceiling beam. It actually continues upward through the false paper ceiling of the room and is attached to a crossbow hung from the true ceiling. Whenever the rope is pulled, the bow swivels downward to point in the direction of the pull. Hard yanks or full body weight on the rope cause the bow to fire, inflicting 1-6 hp damage. Use the "to hit" chart as if Hanzo were firing the weapon.

5J. Smithy. Hanzo forges weapons here when he is not busy on more mundane work such as horseshoes and common tools. Except on the coldest days, he keeps the doors open wide while at work. Against the southeast wall is a large hearth and anvil. In the middle of the room stands a heavy wooden table covered with hammers, tongs, pieces of scrap iron, and work in progress. A dagger is nailed by its scabbard to the underside of the table. One of the unfinished pieces is a *katana of quality* with no hilt attached (−1 to hit). It only needs to be combined with the proper grip to become +1 to hit.

5K. Storeroom. This cramped room contains materials used by Hanzo in the smithy: empty buckets, piles of scrap metal, broken tools, long bars of iron (to be hammered into swords and daggers), and bent horseshoes. Under an overturned bucket is a bag containing 47 tael.

5L. Passageway. This area is completely dark without the use of artificial light. The floor and walls are lined with crude wooden boards. This room and corridor contain several traps; only Hanzo knows how to avoid them:

1. Rope with crossbow trap (see room 5I).
2. Trapped ladder (see room 5I).
3. Sword trap: Anyone who walks on this section of corridor has a 75% chance of triggering a floor mechanism. A katana punches out a small section of the wall and stabs at the person there for 1-8 hp damage (roll to hit as if Hanzo were attacking). The sword can be easily detached from the mechanism after the trap has been sprung.
4. Floor triggers: These two areas trigger the crossbow trap at 5. Anyone walking over the triggers has a 75% chance of setting off the trap.
5. Crossbow trap: As with the sword trap, this mechanism bursts through the wall. It consists of a wooden pole onto which two crossbows have been nailed. The bows point in opposite directions down the corridor. Both weapons fire immediately, for 1-6 hp damage per bolt (roll to hit as if Hanzo were attacking). The two bows and two bolts can be recovered and used by survivors of the trap.

5M. Snake Room. This room is empty except for a large woven basket containing a **poisonous snake** (AC 6; MV 15"; HD 2+1; hp 6; #AT 1; Dmg 1; SA poison, victim must save vs. poison or lose 2-12 additional hp; AL N).

The snake cannot attack from inside the basket unless someone reaches in. When Hanzo leaves prisoners in room 5N, he releases the snake before leaving this room. The first person to enter after the snake is released must roll for surprise at −2. A surprised person is attacked from behind by the snake and receives no dexterity bonus to armor class. After that, normal combat rules apply.

5N. Prisoner Room. This empty room is used to detain captives. See "Poisoned!" for what transpires here if the PCs are captured and become Hanzo's prisoners.

6. Shrine of the Sea Dragon. This small pagoda surrounds the man-sized stone figure of a dragon. The fishermen recite short prayers here before putting out to sea each day and also on special occasions and holidays. Anyone who makes an offering or says a sincere prayer has a 20% chance of gaining four wisdom points (to racial maximum) for 24 hours. Disrespectful behavior causes a stream of slime and seaweed to spray from the statue's mouth to cover the offender. The victim's charisma and comeliness scores are cut in half until he or she takes a bath.

7. Alarm Post. Here a wooden framework stands atop a stone platform. Hanging by ropes from the frame are a man-sized bronze bell and its hammer, a heavy log. This bell is for emergency use only, except when an important samurai wishes to speak to the whole village. When the peasants hear the bell, they come quickly out into the streets. Samurai go to the alarm bell to see who rang it and why.

8. Military Camp. This temporary settlement was set up for the extra soldiers accompanying Lord Shimada. Five tents house 100 samurai. Only 20 men are here in the daytime, 40 at night. The rest patrol the village and the forest. Quartered at the eastern edge of the camp are 11-20 (1d10 + 10) medium war horses for the officers. Nearby are weapon racks full of spears and bows.

9. Songbird Inn. This well kept building contains six guest rooms, quarters for the staff, and Rokan's private rooms. A stable shares the inn's east wall. Since the inn is built above ground level and stands on support posts, there is a crawl space between the ground and the building. This cramped space is open on all sides and is easily reached from the outside.

The Songbird Inn's rates are average: 5 fen per night's lodging, 3 fen per night per horse stabled, 2 fen for a hot bath, 5 fen per common meal, and 4 yuan per jar of sake.

Rokan is the owner and innkeeper. He constantly smokes an iron pipe, so he is always armed with a kiseru. He oversees the work of two servant girls, Kiku and Yoshi, and the boy Nezumi. The girls know nothing of their employer's profession or the political plot. Nezumi keeps a close eye and a keen ear on all guests, and everything he learns is reported to Rokan.

Aristocrats occasionally visit the inn because Rokan is known for his skill at the tea ceremony. Upon request, he will perform the ceremony for a lord of daimyo rank or higher; otherwise, he rarely does a ceremony except for himself

and Nezumi. At this time there are no lords in the area except for Shimada, who is too wary to leave the watchtower unless absolutely necessary.

Attached to the inn is the owner's modest home (rooms 9O-U). It is only slightly larger than the other peasant homes, and in most ways is very similar. However, Rokan's ninja activities demand certain modifications such as traps and hidden compartments.

9A. Front Gate. This entrance through the picket fence that surrounds the small courtyard is covered by a small wooden roof supported by the tallest posts of the fence. The gate is wide open.

9B. Veranda. The front porch is covered by the overhanging roof of the inn. "Songbird Inn" is written in simple letters over the double doors at the center of the veranda. A smaller door at the west side of the porch leads directly to Rokan's private quarters.

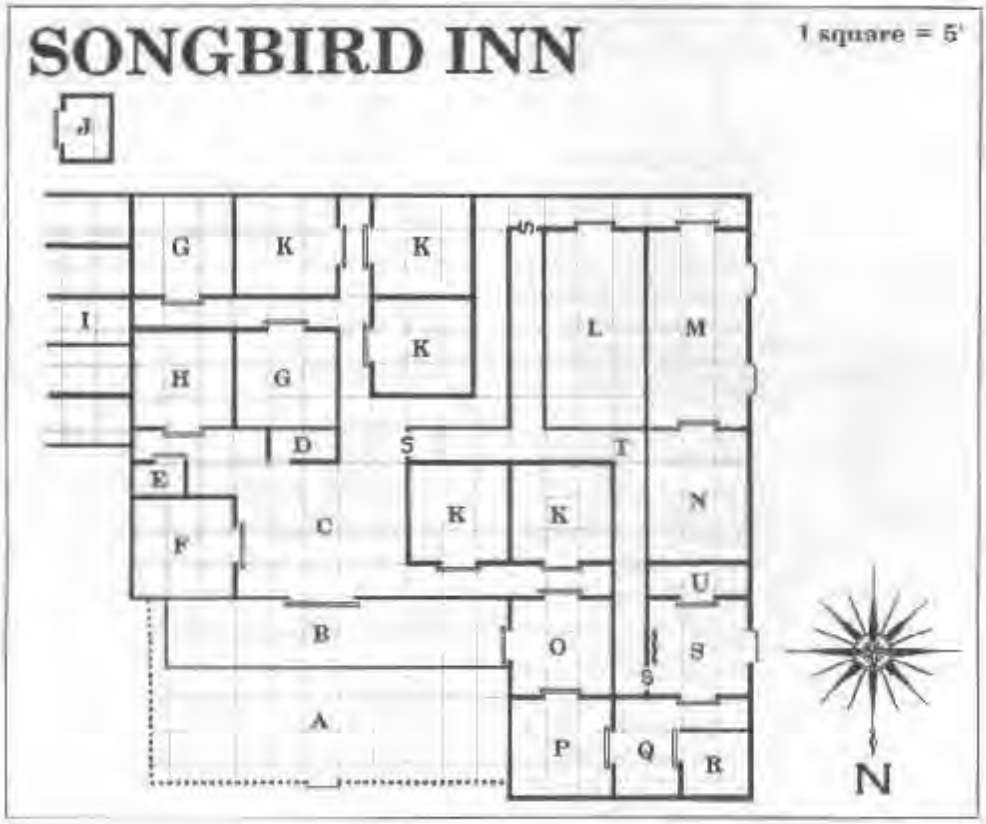
9C. Front Hall. Here visitors are greeted by Nezumi. He welcomes guests with a smile, offers a hot bath (room 9F), and explains the two guest room sizes (three-bed and five-bed). He does not give prices unless asked. At night, this hall is lit by a lantern hanging on the west wall near the secret door.

9D. Business Office. Rokan keeps his business papers and documents, as well as any possessions which the guests wish him to hold for them, in a locked chest under the desk. There are also 36 fen in the chest. A pen and ink set is on the desk. Rokan spends time here writing and organizing his records. He can be found here 20% of the time during daylight hours.

9E. Lavatory

9F. Bathtub Room. In this room, a large wooden tub is kept full of hot water. Clean towels hang on a rack on the southern wall. During a guest's bath, one of the servant girls comes in with a bucket every ten rounds to pour in more hot water.

9G. Servant Girls' Rooms. These two rooms contain bedding and small closets. Under each pillow is a bag containing 2-12 fen. Each girl sleeps in her own room at night (60% chance of being asleep), but since business has decreased lately, there is an 80% chance that one of the girls is away from the inn, visiting relatives in the village, during the day. Check only when the servants are needed. Their duties include washing, cleaning, and serving food.



The northern room belongs to **Yoshi** (AC 10; MV 12"; zero level peasant; hp 2; #AT 1; Dmg by weapon type; S 9, I 11, W 14, D 12, C 8, Ch 16, Co 11; AL LN). The other room is occupied by **Kiku** (AC 10; MV 12"; zero-level peasant; hp 3; #AT 1; Dmg weapon type; S 12, I 10, W 10, D 14, C 14, Ch 12, Co 14; AL NG).

9H. Nezumi's Room. Rokan's sidekick, the boy Nezumi, sleeps here. His room is similar to those of Kiku and Yoshi, except for a hidden compartment beneath his bed, under the woven matting of the floor. It contains two ninja-to, nine star shurikens, a 50'-long rope with knots at regular intervals, a grappling hook, and a bag with 14 tael. There is also a trap door beneath the bed that opens to the crawl space under the building. There is a 95% chance that Nezumi is in his room at night, less 10% per occupied guest room. If here, he is asleep 55% of the time.

9I. Stable. There are stalls here for five horses. Nezumi feeds any horses stabled here for 2 fen per meal. He will also wash a horse for 4 fen.

9J. Feed Storage Shed. This tiny shack contains hay and grain for the horses, although the grain may be used for human consumption in times of emergency. There is nothing else of value in the shed.

9K. Three-Bed Guest Rooms. These rooms are modest but clean. All but those rented to the PCs are unoccupied. One bed mat lies inside each room, and up to two more can be added by Nezumi if necessary. A paper lantern sits at the head of the first bed. Food and drinks are delivered to these rooms by the servant girls.

One wall of each room is decorated with scenes of forests, mountains, rivers, waterfalls, and clouds. Painted in black ink by wide brush strokes, the scenes are done in typical Oriental style — sweeping panoramas with progres-

sively higher and higher sections of landscape fading back into the illusionary distance.

9L. Five-Bed Guest Room. This room is similar to the smaller guest rooms, but up to five bed mats can fit comfortably inside.

9M. Kitchen. Twin fireplaces against the outer wall dominate this room. Iron pots hang from the opposite wall, above shelves stocked with kitchen tools, knives, and jars of spices. A small pile of firewood lies between the two fireplaces. In the center of the room, on a large table, sit stacks of plates, bowls, and trays.

If guests order food, Nezumi comes here to prepare the meals. One or both of the servant girls takes the food on trays to the guest rooms.

9N. Storage Room. All the equipment necessary to run the inn is stored here: brooms, wash cloths, blankets, bed mats, pillows, extra tools, dishes, and lanterns. In a locked chest at the back of the room are jars of sake and bottles of poison. Only Nezumi and Rokan carry the keys to unlock the chest.

9O. Rokan's Sitting Room. Rokan likes to smoke his pipe here while gazing out the door across the veranda. He can be found here 30% of the time during the day. This room contains sitting cushions and a low table on which are a pen, ink, and sheets of rice paper. Stuck to the underside of the table with a small nail is a folded piece of paper bearing the seal of Lord Toshio Noboru. The paper gives written permission to travel freely through Noboru's estate and to request an immediate audience with the lord.

On the wall across from the veranda door, a wooden rack holds six small jars of liquid. Three contain strong sake. One is a potion of *climbing*, another is a potion of *extra healing*, and the last is a potion of *heroism*. If Rokan is cornered in a fight here, he attempts to drink the last potion as soon as possible.

9P. Shrine. This is where Rokan prays for the success of his missions. He can be found here 20% of the time at night. A painting of the Tiger God, fiercely poised for battle, hangs on the east wall. Surrounding it are pieces of paper inscribed with philosophical phrases of inner strength and endurance. Candles and incense burn at each side of the painting while Rokan kneels in prayer. In this state of mind he cannot be surprised, since all his senses are aroused and alert.

9Q. Hallway. At night, this area is lit by a paper lantern hanging near the southeast corner, except when Rokan has gone to his bedroom to sleep. There is nothing of value here.

9R. Lavatory

9S. Bedroom. Rokan launches his missions of espionage from this room, though lately he has had little need to leave his room at night. He can be found here 80% of the time at night. If Rokan is here, there is a 40% chance that he is asleep.

The room appears simple, containing only a bed mat, a lantern, and a narrow cloth curtain which hangs from ceiling to floor in the middle of the east wall. Behind it is a *mirror of fear* (*Oriental Adventures*, page 135). Anyone who stands directly in front of the mirror and who clearly states that he is looking to see what is behind the curtain must make a saving throw vs. spells or flee in panic for 1-6 rounds. Those who fail the save lose 1 honor point per round of terror, doubled if their cowardice is witnessed by anyone who was not affected by the mirror.

Beneath the bed mat is a hidden compartment similar to the one in Nezumi's room. It contains nine star shurikens, one ninja-to, a 50'-long rope, a grappling hook, a black ninja outfit, five eggshell grenades with flashpowder (save vs. paralyzation or be blinded for one round), two eggshell grenades with pepper (save vs. petrification or receive a −4 penalty to hit for 2-5 rounds), three eggshell grenades with dust (save vs. paralyzation or be blinded for 1-4 rounds), four signal rockets, a set of thieves' picks and tools, five oil flasks, a tinder box, and a bag with 182 ch'ien. At the bottom of the compartment is a trap door that opens to the crawl space beneath the building.

9T. Secret Passageway. These dark, narrow corridors are used by Rokan and Nezumi to move quickly and secretly to certain areas of the inn. Anyone entering the corridors must bring a light or walk in darkness, since Rokan and Nezumi know the way and do not need lights. At the end of the corridor past the secret door to room 9S, a rack of weapons hangs on the wall. It holds three knives, two ninja-to, nine star shurikens, and five eggshell grenades with flashpowder.

The secret entrances to the passages are easily found by Rokan and Nezumi but not by anyone else. The chance to find each secret door is 1 in 12 for people who are merely looking at the wall (within 10' of the door), or 1 in 6 for anyone searching more closely.

9U. Closet. This small area contains Rokan's clothes and footwear. A concealed compartment under the floor mats contains the documents of ownership for the inn and a bag of 56 ch'ien.

10. Rokan's Garden. This simple grove is filled with evergreens and maples. The floor of the garden is covered with green moss, forming a velvety carpet. When not tending to the inn or to his secret activities, Rokan works here alone.

In the center of the garden, at the end of a path of flat stones, is the teahouse where Rokan performs the tea ceremony. A small well and dipper at the building's entrance allow guests to wash their hands before entering the teahouse for the ceremony.

11. Guard Posts. Eight samurai and one lieutenant lounge in each of these small covered platforms. They stop travelers and politely demand written permission to pass, stamped with the seal of Lord Shimada. No one can pass without this seal. Anyone arriving at the village without official papers must wait 1-2 hours while a messenger is sent to Lord Shimada and returns with written permission.

Anyone who resists the guards faces a fight to the death. Unfortunately for intruders, there are always samurai patrols within hearing range. A noisy battle or shouts will be heard, and five soldiers arrive on the scene every 3-6 rounds.

12. Wandering Patrols. Small groups of soldiers (four samurai and one lieutenant) constantly patrol the woods. Every five rounds, there is a 70% chance of encountering a patrol. These scattered groups normally travel no farther than two miles from Yorumura.

The soldiers drive off all intruders, first with polite demands, then with drawn swords. Anyone attempting to leave Yorumura is escorted back to the edge of the woods near the village. If there is a loud fight, more patrols arrive at the rate of one patrol every 3-7 rounds.

Judgment of the Daimyo

Whenever the PCs bring their evidence to Lord Shimada, use Table 3 to determine his decision on the accusations against Korihana. Add and subtract all the modifiers that apply, then roll percentile dice. Remember that Shimada is an important man, and the PCs are expected to use their best manners.

If Shimada does not believe the accusations, there is a 75% chance that Korihana immediately demands retribution — the death of the PCs — for their "lies." The PCs are immediately escorted out to the beach for execution. If, for some reason, she does not demand their deaths, Shimada has mercy on these foolish strangers and orders their imprisonment in the watchtower, where they are held until the problems in Shimada's fief become so evident that the Shogun must intervene (2-5 weeks).

If the PCs convince Shimada of Korihana's treachery, she leaps up and attempts to flee. Samurai quickly surround her and cut her down while Shimada watches silently.

To reward the party for revealing the political plot, Shimada offers military positions to bushi, kensai, and samurai PCs. These positions carry the title of lieutenant and command over 20 1st-level soldiers. Of course, those who accept must take an oath of loyalty and thereafter serve Shimada without question.

Everyone is given papers of free travel in Shimada's estate, stamped with Shimada's seal. Two cash strings of 100 tael each are offered to each PC. And, of course, the PCs have Shimada's eternal gratitude and approval, which is no small thing in this dangerous land.

Shimada will certainly want vengeance against Noboru if it is known that Noboru was the cause of the trouble. This could lead to an assault on Noboru's home, an assassination or kidnapping attempt, or a mission of sabotage to cripple Noboru's estate. The PCs are welcome to make their own suggestions. Ω

Table 3

Base chance	0%
Modifiers:	
Speaker PC's charisma reaction adjustment	+/− RA%
Speaker PC's successful etiquette check	+5%
Per shukenja PC in party	+10%
Per known ninja PC in party	−10%
Per known yakuza PC in party	−5%
PCs show Shimada:	
Official papers with Noboru's seal (found in Rokan's or Hanzo's house)	+10%
The note from Hanzo to Rokan (found in Hanzo's house)	+15%
Korihana's message ("The Note")	+75%
Korihana's notebook (found in Hanzo's house)	+90%

THE JINGLING MORDO CIRCUS

BY VIC BROQUARD

A carnival of laughs, thrills — and terror.

Artwork by Paul Jaquays
Cartography by Diesel

Vic Broquard, a data-processing professional with 22 years experience, teaches at Illinois Central College in East Peoria, Illinois. Vic has authored several computer textbooks and two fantasy novels. He has been a DM for over five years. This module resulted from a desire to challenge high-level characters as well as breathe a bit of fresh air into the usual campaign dungeons.

The Jingling Mordo Circus is an AD&D® game module designed for 6-10 characters of 10th level or higher. A proper balance of character classes is vital to the ultimate success of the party. Because of the very powerful NPCs in the module, lower-level parties must be exceedingly clever and resourceful to successfully handle the circus and its malevolent crew.

The DM should be prepared to improvise the reactions of the various circus personnel depending upon the actions of the PCs. Be forewarned that the use of mind-reading spells and divinatory equipment by PCs could complicate the DM's job greatly; improvisation will almost certainly be required in these cases, and the DM should prepare notes on information that could be gained in these events. For the most part, circus personnel are concerned only with the management and operation of the fair, and their thoughts and actions will reflect this.

For the Dungeon Master

Every long campaign needs some relief from continual dungeon exploration. Three days ago, colorful posters began appearing in the PCs' town, announcing the imminent arrival of the Jingling Mordo Circus. Just when boredom was taking hold, the PCs have some excitement to look forward to, with not a hint of danger or adventure. Encourage them to relax and enjoy themselves at the Jingling Mordo Circus!

Max Mordo, a neutral-evil 20th-level magic-user, is the owner and operator of the Jingling Mordo Circus. The circus is run on a fairly honest basis, in spite of Mordo's alignment, because a semi-honest circus is a convenient cover for his real operations — assassination and kidnapping the wealthy.

The circus is fun to run. After all, who wears full dungeon gear to a city circus? If your PCs so insist, let them do it, but be sure they are gawked at, laughed at, and ridiculed, especially by small children. If they don't change their minds,

don't worry — Max will notice them and take a personal interest. With proper refereeing — and perhaps after a few hours of circus fun — the PCs may lower their guards.

The module consists of the circus layout with general descriptions for each area. Numerous NPCs are described, and overall guidelines for the major actions are provided. However, the play of the module will be guided predominantly by the actions and reactions of the PCs. Thus, there is tremendous room for the individual DM to tailor the action to his own campaign (see the DM Tailoring section).

Darkside Operations

The Mordo Circus must be run on a fairly honest basis, because a semi-honest circus is a convenient cover for Max's nefarious "darkside" operations. A traveling circus also gives Max mobility to travel about the countryside, arriving in towns where the "pickings" are good, and leaving just as quickly when his schemes have paid off. Because of the nature of Mordo's operation, the circus must move frequently and far, and he does all he can to keep suspicion away from his carnival.

Mordo specializes in kidnapping, spending the first days of the circus's stay in a town spying on the locals and deciding on the best (usually the wealthiest) victim. On occasion, Max handles assassinations of important people, but he demands 10 times the going rate for a regular assassination. He requires all of the money in advance, but also guarantees the results.

Max is currently holding four victims whose ransoms have not yet been paid. Two remain at the entrance to the big-top tent (area 2) — the stone gargoyles are *polymorphed* human fighters. The miserable umber hulk in wagon 27 is really a female high elf, and the roper in wagon 26 is a human magic-user.

Through his network of advance men and spies, Max has heard that a bi-annual festival and market in the PCs' city will attract merchants, nobles, and adventurers from far and near. A stop in this town will be profitable both for the circus receipts and for Max's kidnapping scheme.

A prime kidnap victim is either personally wealthy or is an associate of a wealthy person. The first choice for a victim (from the DM's point of view) should be the NPC henchman of a wealthy PC in the party. A second choice would be a wealthy merchant whom the PCs have been hired to protect. The PCs should have some compelling reason to become involved in the investigation, no matter who is kidnapped.

Since the town is generally of good alignment, and since Max Mordo seems to cooperate fully with local law enforcement officials, the investigation should be a real challenge for the PCs. If the PCs do not solve the mysterious abduction, Mordo may attempt to kidnap others or even move on to another city.

There are several ways the kidnapping can be carried out, given the available spells and numerous assassins. The DM can be as inventive as he likes, but here is one common scenario:

The cornerstone of the operation depends on the four Zu-Zu tribesmen — small, wiry jungle natives who are extremely accurate with blowguns. They use a powerful jungle poison that causes nearly instantaneous unconsciousness. (See the Circus Personnel section for full details.)

Once Mag and his associates have reached a decision on the victim, Max and the assassin-clowns (Rox, Len, Ham, and Carl) put *dust of disappearance* on the Zu-Zu tribesmen. They then arrange for a crowd to separate the victim from his friends, and the jungle natives attack with their blowguns, injecting the powerful sleep poison. If the attack is unsuccessful, or if Max decides that the victim cannot easily be hit by the darts, he sneaks up behind the victim, casts a *time stop*, and personally injects the drug.

At this point, the assassin-clowns catch the falling victim, slide a *ring of invisibility* on him, and carry him off to their clown disguise wagon (69). They laugh and smile as they go, and no one questions four clowns miming the carrying of an invisible burden. Once inside their wagon, the assassins strip the victim of all magical items and wealth. The hapless victim is then *polymorphed* into a draft horse and hidden in area 36. Even if the captured NPC retains his own personality, his escape is made impossible by the hobbles around his forelegs (and injections of drugs if he resists). His valuables are stored in a secret compartment in the bottom of one of the other cages. If the PCs become too curious about the horses, they are chased out of the area by circus personnel or accused of trying to steal the horses. If a *polymorph* spell accidentally kills a victim, Max uses a *wish* to bring the victim back to life (to avoid making too many enemies).

Meanwhile, one of the assassins dons the victim's clothes and disguises himself as the character. Pretending to be drunk, he parades around the circus just long enough to be seen by many workers and townspeople, but he avoids the PCs. Then, he makes a grand exit of the circus, shouting drunkenly at Ted, who runs the main gate, that the circus is boring and a waste of good money. If the PCs later question Max and the other circus personnel, all are able to honestly say that they saw the inebriated character leave the circus grounds. Any other questions are answered as vaguely as possible to avoid telling a detectable lie. Thus, it should be difficult for PC clerics to determine that the truth is not being told.

The imposter heads into town and enters a seedy inn, drawing as much attention to himself as possible to create numerous witnesses. After taking a room for the night and promising the innkeeper 20 gp to awaken him at dawn, the disguised assassin enters the room, slams the door, and quickly changes disguises. After leaving all of the victim's normal gear in a disheveled mess and adding a touch of blood here and there, the assassin leaves quietly through the window. In the morning, the innkeeper reports his missing guest to the authorities, who suspect foul play after examining the room.

After a brief investigation, the (all-too-busy) local constables declare the victim was probably robbed and murdered, the body carried off and dumped in a nearby swamp (or equivalent in the DM's campaign). At this point, the PCs should be encouraged to take up the investigation themselves.

Later that day, a beggar boy arrives at the inn with a ransom note. He honestly says that a seedy person (one of the assassins in disguise) paid him to deliver the note. This scrawled missive is addressed to the friends and associates of the victim, and demands the payment of a huge sum that the DM knows could be raised (such as 500,000 gp or more!) for the return of the kidnap victim. The PCs are directed to leave the ransom, converted to gems and jewelry, in the same room from which the victim was apparently abducted. The note contains

all the normal warnings — come alone, do not notify authorities, no tricks or the victim will be slain, and so on.

From the time that the victim is abducted, the PCs are scried upon by Max or Hank, who use *crystal balls* to discover what actions the PCs are contemplating. Thus, Max usually knows what the PCs intend to do and is ready for them. Later in the adventure, especially if the PCs take pains to conceal their plans, the DM can decrease Max's level of knowledge. He can scry the PCs as if they were "personally known slightly" (*DMG*, page 141) if he has met them on the fairgrounds, giving him an 85% chance of success.

To recover the ransom, Hank *teleports* into the room and out again as fast as he can. He is covered with *dust of disappearance* and scries the room carefully just before he *teleports* (treat scrying as "personally well known," since he will have studied the room beforehand).

If the ransom is paid, Max returns the hapless victim to the inn room just as the circus leaves town. The victim is returned to his normal form, but Max does not return any magical items or valuables. Further, the victim is sound asleep and cannot be awakened by normal means until the evening of the next day, by which time the circus is long gone. Even when awakened, the victim is little help to the investigation as he is under the influence of a *wish* spell that has caused him to sleep and forget everything that has happened since he was nabbed at the circus. These effects can only be undone by another *wish*.

If the PCs become too much of a threat, or if the characters parade around the circus in full magical plate armor or the like, Max handles them personally. After a crowd separates one PC from the others in the party, an *invisible* Max casts a *time stop* and personally injects the sleep drug or hits the PC with his sap. Next, the PC is stripped of all magical items and valuables. Finally, Max *teleports* the sleeping victim, dressed only in undergarments, to another town and deposits the PC in the sewers. Max is then in excellent humor for days! In fact, he is highly likely to continue scrying on the victim for amusement.

If Max particularly dislikes a PC, he will also use *energy drain* on him — perhaps daily. Rowdy PCs are very likely to be challenged to a drinking contest by one of the assassins. When the PC passes out, he is taken to a local inn and deposited with great fanfare in a room to sleep it off. Once the assassins leave the PC, Hank *teleports* into the room, confiscates all magical items and valuables, leaves a ransom note for the goods, and *teleports* back to the circus.

An inventive DM can think of other possibilities. Just keep in mind that Max is evil, coldly calculating, and takes few chances. He always goes along with normal police investigations in an attempt to throw suspicion off his trail. He will never permit a battle to rage at the circus. By using his spells, he will always attempt to move the battle to some neutral area.

If the PCs investigate the circus, the DM must decide what information they are able to learn. Given enough time and means, and perhaps enough cities, they should be able to learn the truth, but do not let them launch a war on the circus. Stress the large number of innocent visitors, innocent performers, and the like. Max is so sure of himself that, if directly challenged, he suggests a meeting on some neutral field of battle to settle the matter. He will use all manner of treachery, of course, but never risk the circus itself. If and when the showdown comes, Max gives his henchmen all the magical items that are stored in the secret compartments under the wild animal cages.

Max and company have been successful in the kidnapping and assassination business for many years. He does not often make mistakes, and this means that the DM can be ruthless.

DM Tailoring

Before starting the module, the following details must be worked out for your campaign.

Decide upon an itinerary of widely separated major cities that the circus will visit. The circus should be set up at the edge of a city of predominantly good alignment. Next, prepare a seedy inn and an innkeeper NPC for the kidnapping section. You may use any existing inn in your campaign or design a new one. Then, make some tentative plans about who the kidnap victim will be and the amount of the ransom. The victim should not be one of the player characters; a henchman of one of the wealthier PCs is the suggested target.

Potions and scrolls have been intentionally omitted. These should be added to fit your campaign and style. Max Mordo and associates do not have too many scrolls, but those that they do have should duplicate their higher-level spells. Among these would be spells such as: *polymorph other, flesh to stone, stone to flesh, maze, delayed blast fireball, teleport without error, disintegrate,* and *time stop*.

The assassins would have potions to aid their clandestine actions. Some poisons have been included; more could be added. Additionally, the foes may have such potions as *invisibility, ESP, human control, speed*, and specially made potions that can *neutralize poison*.

None of the magic-users or illusionists have been given weapons, because they are mainly involved in performing the shows or running the circus, but you may assume that each carries one concealed dagger. In combat, they use their spells or magical devices. If needed, you should decide what other weapons are available in your campaign setting.

No spell books are explicitly mentioned. Assume that each spell-caster has a set of traveling spell books that include all of that character's memorized spells plus any others that are indicated. None keep their larger master spell books at the circus.

Personal treasure chests usually contain only coins and gems. You may work up more specific details as desired. Keep in mind that there will be a large amount of coins put aside from the circus revenues, and also gems and jewelry taken in ransom payments.

Additionally, you can add finishing touches to the wagon descriptions. If desired, you can add further details to the House of Horrors (13) and the Fun House (11). Even the actual circus layout can be modified.

The Wagons

The Jingling Mordo Circus travels in 76 large wagons, each pulled by two draft horses. The circus is set up at the edge of town in a large circular formation, 800' in diameter, as shown on the map. The post-and-rope fence around the entire circus perimeter is continually monitored by security guards. Each event and wagon is numbered and its contents described. You may add finishing touches to suit your own campaign or even alter the basic layout.

Each wagon is roughly 7' wide and 12' long, although some of the wild animal

cages are larger. Some of the exhibits are merely transported on the wagon, such as the Slide Ride (wagon 6). Other wagons have tentlike extensions, as the Food Station (wagon 14) and the House of Horrors (wagon 13). All wagons numbered 54 and higher are private quarters and are always kept locked. Each circus employee carries the key to his or her wagon, and Max Mordo has a master set of keys to all wagons, as does Honk, Mordo's second in command. Other wagons may be either locked or unlocked. Another post-and-rope fence separates the public areas of the circus from the private sector.

Overview of Personnel

Max Mordo owns and operates the Jingling Mordo Circus as a front for a variety of clandestine operations. Hank, his right-hand man and longtime friend, assists in running the big-top show as well as the darkside operations.

Five operations leaders report directly to Max. Brother X handles all of the physical security for the circus. Sister Selba runs the healing operations. Bobo is in charge of daily operations, including the workers and travel arrangements. Bubur is the ringmaster and runs all the big top activities; at other times, his crew becomes involved with Max's less-than-legal operations on an as-needed basis. The clandestine activities are supervised by Mag, who doubles as the circus's financial manager. Mag's group also scouts ahead for likely towns and cities for the circus to visit.

For physical security of the circus, Max has made arrangements with a lawful-neutral monastery of the Azure Brotherhood. For the monks, the circus is an advanced training ground. They are here to learn to recognize and handle pickpockets, gate busters, robbers, and the like. Also, the monks are being trained to identify the personality traits of both good and evil individuals. None of the monks yet know about the clandestine operations of the circus, though they are generally aware that the circus is managed by men of evil nature.

The brothers maintain a stoic lifestyle, never speaking unless absolutely necessary. Their order also views names as unneeded, so the higher-level monks have forsaken their given names and are known only by abstract symbols. Hence, the leader of the monks at the circus is known only as Brother X. The brothers are fanatically diligent in their efforts to guard the circus. If they observe any shady action by a fair-goer, they move swiftly to interrupt it. Those that they apprehend are promptly turned over to the local authorities. Though suspicious of their employers, the monks do their best to carry out their assigned guard duties.

Furthermore, the monks earn experience in their order for each crime that they spot and handle. When a monk gains enough experience to warrant a "promotion," he returns to the monastery and a new recruit is sent to take his place.

Max has also worked out a mutually beneficial arrangement with the Sisters of the Holy Cross. This order of female, lawful-neutral clerics runs the circus's first-aid station. The Sisters believe that magical curing should be shared with the masses, and they are always searching for new ways to use their talents among the common people. They provide aid to anyone in need, regardless of alignment. In return, Max makes healthy monetary donations to the Sisterhood and permits them to recruit potential new sisters at any time. The sisters are friendly and attempt to convert any female who will listen to them. Like the monks, they know nothing about Mordo's clandestine operations. Though they do not entirely trust the management staff of the circus, the Sisterhood has found this arrangement to be highly beneficial.

The daily operations staff is supervised by Bobo and is divided into two subgroups. First, there are normal hands who do the daily chores and perform in various shows or run events. These are all neutral and fight only to protect the circus and their jobs. Second, there are several evil NPCs who supervise these normal hands. Some of these bosses only fight to protect the circus, while others actively participate in darkside operations.

The big-top staff is run by Bubur, the ringmaster. These magic-users and illusionists are showmen first and darkside helpers as the need arises.

Finally, there is the darkside operations staff, headed by the assassin Mag. They do the actual dirty work: kidnapping, assassination, and worse. Review the Circus Personnel section for exact details.

Most personnel have assigned work stations and can be found resting in their wagons when not on duty. However, there are several NPCs who may be encountered wandering about the circus (see Wandering Encounters section for more information).

Statistics for all circus employees can be found in the Circus Personnel section.

Daily Events

You may begin the module in many ways. One common approach is to have circus posters appear about town. Three days later, the circus caravan arrives at night and is ready to open for business the next morning.

When the circus opens at 10:00 A.M. daily, at least 100 visitors enter; more come and go throughout the day. The biggest crowds throng the circus in the early evening. From time to time, huge crowds gather near different exhibits, and PCs are likely to become split into small groups by the press of the crowd when it moves on. Criers announce the start of each big-top show at 11, 1, 3, 5, and 7 o'clock. Numerous *continual light* spells provide sufficient illumination for early evening activities. The circus closes at 10:00 P.M. Sundials and water clocks keep the local time.

If the players decide to draw a map, let them view the map of the circus, since they can readily see everything that is labeled.

Wandering Encounters

Each turn, check for a wandering encounter; one will occur on a roll of 1-4 on 1d6. If an encounter happens, roll 1d100 and see below. The DM should elaborate on these encounters as necessary. Further encounters may be drawn from the Character Subtable (page 175) or City/Town Encounters Matrix (page 191) of the *DMG*.

1-8. A minstrel, playing a recorder or singing, wanders past the party. He's a normal worker having fun.

9-13. A local, low-level thief attempts to pick one of the PCs' pockets. There is a 65% chance that the attempt is spotted by a monk security guard, who intervenes at once, attempting to arrest the offender. If the PC makes any fuss about the theft, one or more monks arrive at once.

14-20. The PCs are involved in a minor but annoying accident that may divert their suspicions from Max Mordo. The first time this encounter is rolled, a

circus visitor claims that one of the PCs is a wanted criminal and calls the guard, necessitating explanations and proofs of identity. If this encounter is rolled again, a passing townsman slops food on one of the PCs. There is no real damage, but the PC's clothes are now messy, and tempers may flair. If this encounter is rolled a third time, a PC gets a solid bump from a stranger who then assumes the PC is trying to pick his pocket or start a fight.

21-25. A total stranger stops to chat with the PCs. Although completely harmless, this encounter can be used to distract the PCs and shift suspicion from Max Mordo.

26-30. A crier loudly announces the start of an event such as the chariot race. The next turn, there is a 75% chance that a crowd gathers or shifts as a result of the announcement. (For the effects of this, see the *crowd gathers/shifts* encounters below.)

31-40. A clown bounces up to the PCs and performs silly, distracting antics. There is a 50% chance that a crowd will gather if the PCs go along with the clown's actions. (For crowd effects, see below.) The clown is either a normal hand or one of the evil darkside workers (50% chance of either); see the Circus Personnel section.

41-46. A crowd gathers at a nearby event. There is much pushing and shoving as the people all try to see at the same time. This should distract the PCs and limit movement to one-sixth their normal rate.

47-52. The crowd around an event shifts and moves off. The PCs are forced to move along with the crowd, and several party members are separated from the group. It is extremely difficult to move against the flow, slowing movement to one-twelfth the normal rate.

53-56. From 1-6 normal hands are changing shifts, passing from work areas to their private quarters. They stop and talk about the circus if asked.

57-61. The PCs encounter one of the four worker bosses — Bobo, Boss Jake, Boss Jorg, or Boss Hagart (equal chance) — making his rounds to check on how things are going. Any boss encountered seems friendly. While the latter three have nothing much to say, Bobo is very curious about the PCs and their wealth. Each boss will be encountered only once.

62-65. There is an equal chance of encountering Brother X or one of the monk security captains. The monks nod in response to a greeting and speak in short sentences only if asked a direct question.

66-71. Hank, Max's second in command, is encountered while on a bona fide circus errand or while spying on potential victims (equal chance).

72-80. Mag, the assassin leader and financial manager, is encountered while running a financial errand and carrying a large sack of coins or while actually spying on the PCs (equal chance).

81-90. An assassin-clown — Carl, Rox, Len, or Ham — approaches the PCs. The assassin-clowns act silly in much the same way as the real clowns, but their job is to spy on the PCs and examine their gear, defenses, alertness, agility, and protection devices. Each assassin clown is encountered only once.

91-00. Max Mordo wanders the circus frequently, either observing the overall operations or scouting and spying on his potential victims. He acts very friendly and offers all kinds of assistance — all designed to throw suspicions elsewhere. He can be encountered as many times as rolled, anywhere in the circus.

Circus Key

1. Main Entrance and Ticket Sales. The rope guardrails lead one and all toward this brightly painted wagon. Numerous advertisements of the rides, sights, and events are plastered on every available inch of the wooden facade. A huge sign reads:

10 Tickets for 1 gp
1 Ticket for 2 sp
Admission: 1 Ticket
Children Free

A man in a black-and-white-checkered clown suit is selling tickets from inside the wagon, while a man in a yellow and green fool's costume stands to one side and takes the tickets.

The ticket seller is Ted, one of the assassins, and the ticket taker is a normal hand (see the Circus Personnel section for individual statistics). The ticket window is secured with sturdy iron bars, and there are 2-5 security guards nearby in case of trouble. The cashbox in the wagon contains nearly 1,000 gp in mixed coins. At night, a security guard sleeps in the ticket wagon. Ted lives in wagon 71.

2. The Big Top. The rectangular, 100' × 150' giant big top looms impressively in the center of the circus. Several hundred people can watch each show. A large sign at the entrance says:

Big Top Shows every 2 Hours
Admission: 5 Tickets

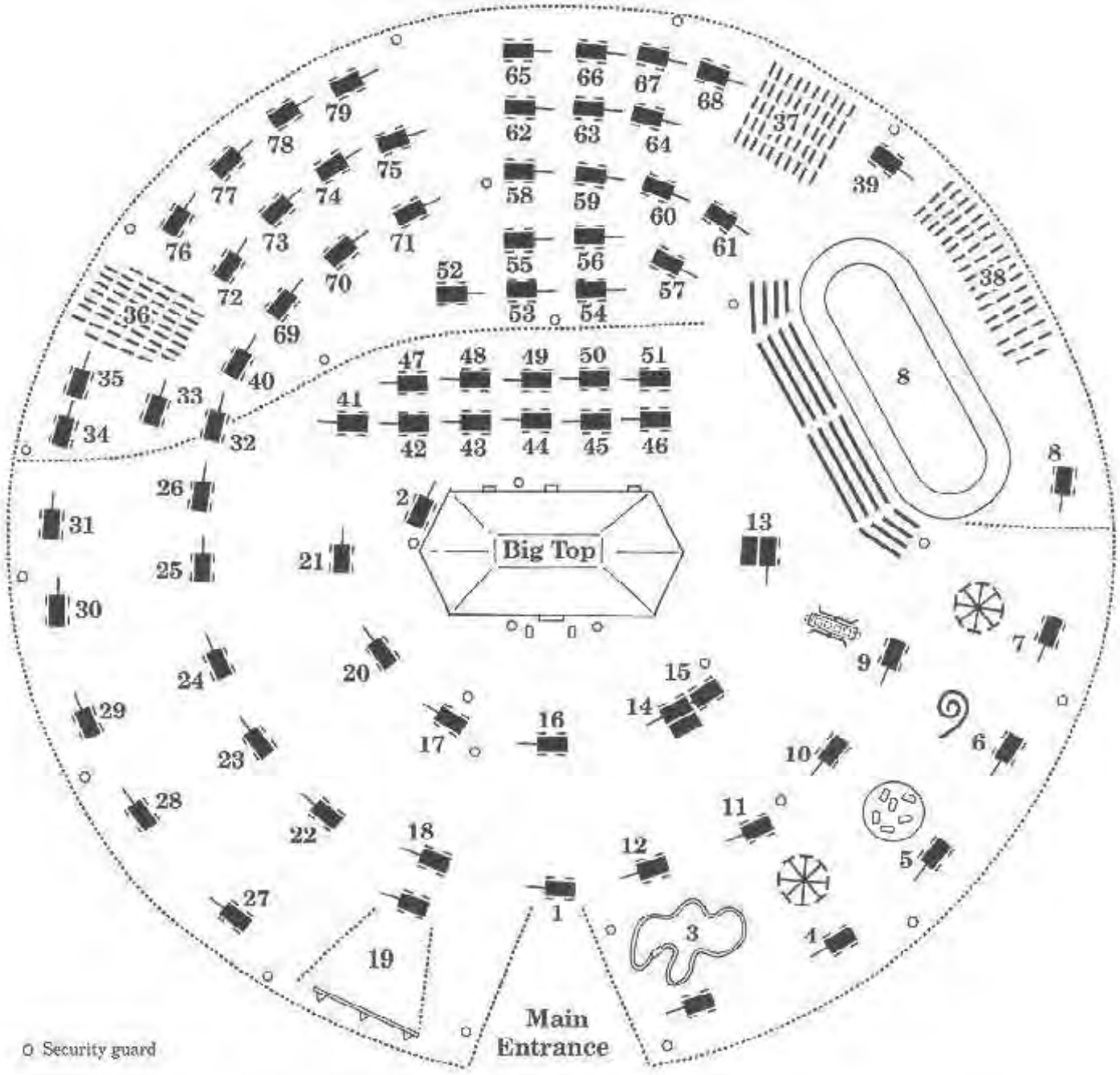
To each side of the entrance, a stone gargoyle beckons all to enter. These two gargoyles are actually victims of Mordo's kidnapping plots whose liege refused to pay their ransom. In a rage, Mordo *polymorphed* each into a gargoyle, then turned them to stone. Every time Mordo passes by this pair, he chuckles to himself. If a *detect magic* spell is cast on them, they radiate weak magic. A *true seeing* or *true sight* spell reveals the statues for what they really are: twin brothers, **Axel and Jed** (AC 10; MV 12"; F7; hp 61, 60; #AT 2; Dmg by weapon type; SA double specialization in long sword; S 16, I 9, W 10, D 15, C 15, Ch 9, Cm 10; AL LN). If the brothers are rescued, each claims a *long sword +1*, a *shield +2*, and *chain mail +1* from Mordo's hoard. These grateful NPCs may reward the party appropriately.

Note the location of two security guards behind the tent; they keep unauthorized persons from using the rear entrance or sneaking in under the canvas.

Bubur is the ringmaster, coordinating and announcing the events of the show, which opens with a trained bear act. Suddenly, five clowns enter and attempt to disrupt the act. An incoming charge of elephants perform next, lifting their trainers high overhead, then "stepping" on them. Next, four gymnasts perform amazing feats of tumbling and acrobatics. They, in turn, are roared off stage by the cat act. Two lions and two tigers roar continuously, claw the air fiercely, jump through burning hoops, and scare the audience by nearly escaping from their trainers. The clowns add to the pandemonium, but it is all an act, for the animals are actually very tame and would not harm a human unless seriously provoked.

The great cats are followed by a horse act and four trapeze artists who dazzle the audience with their aerial feats. On the ground, the clowns attempt to emulate these feats while dodging the galloping horses. The crowd alternately laughs and claps wildly. During breaks in the action, the five clowns wreak havoc with the crowd, opening cans of giant paper snakes, squirting rubber water bottles, and tripping over their

THE JINGLING MORDO CIRCUS
Typical Layout



enormous shoes to fall into the laps of pretty ladies in the first row.

The climax is a parody of war, a grand battle between the clowns and the spellcasters (Bombast, Aaron, Samuel, and Fred). Bombast casts *dancing lights* on a few clowns and confuses them by using a *magic mouth* spell. Aaron plays the coward, using a *spider climb* spell to climb up a pole only to slip and fall, casting *feather fall* and landing in the middle of the clowns. Samuel uses *ventriloquism* to confuse the clowns, and Fred creates *mirror images* to elude them. At the very end, clowns and spellcasters alike disappear in Fred's large *fog cloud*, accompanied by illusory fireworks that fill the roof area.

3. Roller Coaster. The ride begins atop a high wooden scaffold reached by narrow steps. A converted miner's wagon sits between the snaking, descending, wooden rails. The ride seems breathtaking but not dangerous, and is over very quickly.

The cost is two tickets per ride; a normal hand is in charge. Only two human-sized beings can ride at one time. Each rider must roll his constitution score or less on 1d20 or become nauseated for 1d4 turns. If a second check is failed, the PC becomes so ill that he vomits or faints.

4. Pony Ride. For one ticket, a child under age 12 can ride a pony for two minutes. Six old ponies are chained to a turnstile. A normal hand runs the ride.

5. Boat Ride. Six gaily painted, single-person boats float in a large wooden tub that is filled with 2' of water. For one ticket, circus visitors can paddle the boats around for two minutes. It is a favorite with children, and there are many here waiting their turn. One normal hand takes tickets and keeps the children from ramming each other with their boats.

6. Giant Slide. After climbing the 10'-tall tower, one slides down the spiral slide. There are mostly children here, and one ticket allows unlimited sliding. One normal hand takes tickets and prevents pile-ups on the slide.

7. Donkey Ride. This ride is the same as the pony ride (area 4) except that the rider sits on a donkey instead of a pony. It is run by one normal hand.

8. The Chariot Race. Several rows of bleachers are positioned to the southwest of a large dirt oval racetrack. Races are held twice daily, in the morning and in the afternoon. Spectators are required to pay one ticket to watch. A large placard states:

Entry Fee: 50 gp per Race
Beat Bim and Win 500 gp
Choose Your Chariot and Race

Anyone who pays the entry fee of 50 gp can race. There are two chariots available, each pulled by a team of two draft horses. A normal hand takes the spectators' tickets, while Bim (see the Circus Personnel section for statistics) collects the entry fee and races the challengers.

The race is rigged. The rub rail on the right side of each chariot contains a secret button that unerringly fires a pair of tiny needles into the horses. Each needle is coated with a powerful stimulant that causes a 50% increase in speed for two rounds. Since both chariots have this feature, and his opponent doesn't know about the button, Bim is unconcerned which chariot he uses.

If Bim is losing, he uses the poisoned needles when he nears the home stretch. For two rolls, he gains +3 to his die results. Once in a while, however, Bim will purposely lose a race (about 1 in 20), just to appear honest.

A 1d6 die roll is used to determine the distance covered each round. Bim always rolls first. The winner is the first to roll a total of 30. Bim has a charioteer proficiency slot; thus, all his rolls of 1 or 2 are considered a 3. If the challenger is a PC with riding proficiency, all rolls of 1 are considered a 2. If the PC has no horse-handling proficiency, the die roll is unmodified.

There is also a chance that the challenger will crash. Roll 1d20 each time a 6 is rolled by non-proficient racers. A roll above the character's dexterity means that the PC has upset the chariot while in a turn, causing 2-16 hp damage. Assume that the horses, used to such actions by inexperienced drivers, escape unharmed.

Bim, who lives in wagon 71, races six times each in the morning and afternoon. Fresh teams of horses are provided for each race.

9. Ferris Wheel. A large metal sign proclaims that this 30'-high ferris wheel was made by gnomes. There are six seats; each holds two people. Two draft horses provide the power to turn the wheel via a system of belts and pulleys. The two-minute ride costs two tickets and is run by one normal hand. It provides an excellent aerial view of the whole circus.

10. Flame Eater. A man in a loin cloth stands beside two flaming braziers. Periodically, he ignites a brand and proceeds to swallow it. All is done with an exaggerated flair. He is a pyromaniac normal hand with a passion for showmanship. Mordo has given him a chance at stardom and he is enthusiastically trying for fame.

11. Fun House. Laughing faces decorate this wagon. A normal hand dressed in a clown suit but obviously resenting the get-up bellows unenthusiastically: "Fun House! A laugh a minute for just two tickets!"

Once inside, visitors first see themselves in numerous different kinds of mirrors. They look bloated, then skinny, then tall, then short. There are many exotic backgrounds reflected as well. Some of these are of unusual places like tropical islands. Other mirrors give the appearance that the person reflected is accompanied by strange animals. Still others seem to alter the clothing of the onlooker, dressing him in rags or rich finery, or even in the garb of the opposite sex. The fun house contains several *programmed illusions*. One has the appearance of a pretty young woman who approaches each visitor and gives him or her a great big kiss, causing everyone else in the vicinity to laugh. The DM should create other illusions in the same fun-loving spirit.

12. Bell Ringing Contest.

Ring the Bell
Beat Adolf and Win a Prize
1 Ticket per Try

A huge wooden mallet is used to strike a metal lever that knocks a steel ball up a 20'-tall column to hit a bell. Adolf is a huge brute of a man. The prize on display is a small, stuffed black bear.

Contestants ring the bell if they roll their *bend bars/lift gates* strength roll. Adolf (who has 18/00 strength) rings the bell more often than anyone because the contest is rigged. Adolf can step on a foot-operated damper switch that slows the ball, reducing anyone's chance to make the bell ring to one-tenth the

usual value. No one has won the prize in the three years that Adolf has run the contest, but he claims that someone won just last week. He goads and teases everyone who passes by into trying his or her strength. Once someone pays a ticket and fails to ring the bell, Adolf continues to insult that person's strength, ancestry, and even hair color in order to coerce the challenger into spending more and more tickets in an effort to ring the bell. Mordo gives Adolf a bonus based on the number of tickets he collects.

Adolph sleeps in this wagon. For his statistics, see the Circus Personnel section.

13. House of Horrors. Tortured faces filled with terror and streaked with dried blood decorate the door to this exhibit. A large sign advertises:

House of Horrors
Enter At Your Own Risk!
3 Tickets

The visitors enter a door in one end of the wagon and exit from the opposite end. Just inside the door, small drops of fake blood drip from the ceiling. As each person enters, there is a 50% chance of getting splattered by the blood.

The solid wall of the wagon is covered with dimly lit paintings of people undergoing various forms of torture. Securely attached to the wall are several torture devices, including chains and whips, a rack, an iron maiden, a toe crusher, etc.

One side wall has been folded outward to form an extension. This darkened extension houses all of the hideous *programmed illusions*. People are kept from entering this extension by a guard rail. As people look into the darkened extension, five *programmed illusions*, complete with sound effects, portray the most grim of deeds. In one, a lion devours a pleading human as his companion watches in obvious pleasure. In another, a vampire robs a protesting victim of her life essence. The DM should add other illusions as necessary, remembering that the display is extremely revolting. All good PCs who view the illusions must roll 1d20; if the result is above both a PC's wisdom and constitution scores, he becomes quite nauseated and upset by the exhibit.

On the floor behind the vampire scene, a concealed trapdoor opens to the underside of the wagon. This permits Mordo's assassins to enter and leave this wagon undetected. This exhibit is run by Able, a 3rd-level assassin who lives in wagon 73; see the Circus Personnel section for specifics on Able.

14. Food Station. Various tantalizing aromas flood the air near this tent and wagon. Nearby picnic benches are filled with people eating and chatting. Anyone can eat here. Treats and snacks as well as complete meals are provided, along with beer, ale, and wine. The exact menu and cost are left to the DM to tailor to his campaign. Prices should be inexpensive, the food of average quality, and the portions small.

Four normal hands cook the food and wait on the customers. They are led by Zom, a 3rd-level assassin (see the Circus Personnel section for his statistics). Zom can put a 24-hour delayed action poison in any visitor's food, thus diverting suspicion from the circus food station. The men live in wagon 62, and Zom lives in wagon 71.

15. Food Storage Wagon. This wagon holds the food before it is sold to the public from wagon 14. The inventory here is worth 500 gp.

16. Information Center. Between the main gate and the big top, a black-and-white sign says INFORMATION. Two normal hands man this booth and provide circus-goers with information on the locations of exhibits, ticket prices, and time schedules. The hands live in wagon 64.

17. First Aid Station. This large white wagon with its painted red cross is centrally located. A large banner across the front reads:

Free First-Aid Center
Compliments of the
Sisters of the Holy Cross

Four women dressed in white robes with red crosses on the front run the first-aid station. They seem kindly and sympathetic, and assist anyone in need to the best of their abilities.

The sisters are all lawful-neutral clerics. They are donating their services for the good of mankind, but mostly to make their order more widely known and to gain recruits. While using their powers to help those in need, they also put in a good word for their holy order and try to recruit any likely candidates for the sisterhood.

Their leader is Sister Selba, an 8th-level cleric. The other sisters are 5th-level, 3rd-level, and 1st-level clerics (see the Circus Personnel section for their exact statistics and spells). Their spells are mostly healing or curing in nature. All accident cases are brought here. Sister Selba lives in wagon 54, and her sisters live in wagon 57.

In an emergency, Sister Selba can send one of the others for the jars of *Keoghtom's ointment* and the *periapt of wound closure* kept in her wagon.

18. House of Freaks. The "freaks" are sitting on a little stage outside their wagon. A bearded lady, an incredibly ugly gnome, a two-headed human, a "snake woman," and a mermaid are present. They seem immune to the stares of the crowd and do not speak.

The two-headed human is actually a small (7' tall) **ettin** (AC 0; MV 12"; HD 5; hp 22; #AT 2; Dmg by weapon type (+6 for 18/00 strength); SD surprised only on a 1; AL CE). The snake woman and the mermaid are normal hands in costumes. The gnome is just a **gnome** (AC 10; MV 6"; HD 1; hp 5; #AT 1; Dmg by weapon type; AL N). All of these "freaks" except for the ettin (who lives in wagon 63) share the wagon and have 50 gp in assorted coins stashed inside.

19. Archery Contest. A halfling loudly boasts that he is the world's best shot with a bow. He challenges everyone to a flight of arrows for one ticket. The prizes are small stuffed pink elephants.

Winfred Bowlbottom is an archery expert (see the Circus Personnel section for his statistics). A flight of arrows consists of three shots with a short bow. Treat the target, a small red circle on a large wooden backdrop, as AC 5 at 30'. Only a terribly wild shot leaves the area. Winfred needs an 8 to hit the target, since it is at point-blank range for him. Only nonmagical short bows and normal arrows are allowed. Winfred sleeps in this wagon.

20. Giant Boars. This cage is home to two **giant boars** (AC 6; MV 12"; HD 7; hp 50, 40; #AT 1; Dmg 3-18; AL N) that grunt and snort at all passersby. A secret compartment in the floor of the cage contains three *amulets of proof against detection and location* that Max uses as needed.

21. Botswanna Golgalarka. This wagon has a glasssteel window and strong iron bars. It is home to an unusual animal that looks much like a fat, brown, 5'-long lizard with six tiny legs and a long neck and tail. A huge sign proclaims:

Botswanna Golgalarka
Rare Tropical Carnivorous Beast
Kills Prey by Screaming
Only One in Captivity

The **botswanna golgalarka** (AC 0; MV 15"; HD 8; hp 60; #AT 1 bite; Dmg 1-8; SA ultrasonic breath weapon; AL NG) can, three times per day, create a powerful cone of ultrasonic waves that reaches a maximum distance of 70' feet with a 10'-width at that distance. Most victims are not aware of the attack, since the sound is beyond the range of the human ear. However, demi-humans and keen-hearing humans have a 50% chance to notice the lower harmonics of the beam if no other sounds are present. The sound stuns the victim for 10 rounds and causes cellular damage equal to the hit points of the golgalarka. A successful save vs. breath weapon results in being stunned for one round and taking only half damage.

These animals feed on small mammals and are found only in dense tropical environments. They are 3' tall and 5' long. The golgalarka is an extremely rare species; it is rumored that they originally came from an outer plane. They seem to have an ability to sense alignments, and treat those of good alignment with respect. This specimen was captured by Mordo; it greatly desires to be free and tries to communicate with anyone it believes might be able to free it.

22. Giant Scorpions. Two **giant scorpions** (AC 3; MV 15"; HD 5+5; hp 35, 30; #AT 3; Dmg 1-10/1-10/1-4; SA poison stinger, can attack up to three opponents; AL N) are on display in this wagon. Metal bars and a fine metal screen protect onlookers and scorpions from each other.

Wagon 22 has a false bottom. Hidden in the space between the false and real floor are a number of magical weapons that belong to previous kidnapping victims. The entrance to this secret compartment is within the cage; the scorpions provide excellent protection. The cache includes: a *trident +3*, *spear +3*, *sling of seeking +2*, *shield +3*, *axe +2*, *long sword +3*, and five *long swords +1*.

23. Manticore. An old **manticore** (AC 4; MV 12"/18"; HD 6+3; hp 45; #AT 3; Dmg 1-3/1-3/1-8; SA tail spikes; AL LE) lives in this large wagon. Strong bars and a fine wire screen provide protection from its tail spikes.

This wagon also contains a secret compartment in the floor, whose entrance is within the wagon. The compartment contains magical items taken from Mordo's victims: two human-sized suits of *chain mail +1*, one set of human-sized *chain mail +2*, elven-sized *chain mail +3*, two *shields +2*, and a *shield +4*.

24. Sampson's Snap Elders. This gaily decorated wagon is home to five unusual birds. Their cobalt blue heads contrast sharply with their gray-brown bodies. These birds look much like oddly colored tiny storks. The inside of the cage is a miniature marshland, and the 1'-tall birds strut about within their world. A large sign on the wagon says:

Sampson's Snap Elders
Danger: Beware of
Spitting Poison

These marsh birds are **Sampson's snap elders** (AC 8; MV 1"/24"; HD 4; hp 19, 18 (x2), 17 (x2); #AT 1 bite and 1 spit; Dmg 1-4 per bite; SA spits poison to 10', bite injects poison; AL N). They hunt their prey (large insects) by spitting poison. They are exceedingly accurate and have a bonus of +3 to hit when spitting. The snap bite is done so rapidly that the birds can make two attacks per melee round. Both spit and injected poisons are fairly strong, causing 3-18 hp damage if a saving throw vs. poison is failed (half damage if successful). The wagon has *glasssteel* walls to protect the viewers from the poison. These birds are wary of humans and generally avoid all contact. If cornered or otherwise threatened, they fight tenaciously, preferring to spit first. The Sampson's snap elder is rarely encountered in the wild. Mordo acquired these specimens as part of the ransom for a druid.

25. Carnivorous Apes. This large, reinforced wagon is home to two **carnivorous apes** (AC 6; MV 12"; HD 5; hp 35, 30; #AT 3; Dmg 1-4/1-4/1-8; SA rending; AL N) that bellow threats at all who stop to watch them.

The apes guard a hidden compartment in the wagon's floor. The false floor conceals confiscated magical items and those received in ransom payments, including three *cloaks of elvenkind*, three pairs of *boots of elvenkind*, and three *cloaks of protection (+1, +2, and +3)*. One of each kind of item belongs to the elf warrior-maiden caged in wagon 27.

26. Roper. One side of this rather large wagon has a narrow mesh window. Inside, an active **roper** (AC 0; MV 3"; HD 10; hp 60; #AT 1; Dmg 5-20; SA six poisonous tentacles; AL CE; MR 80%) flails its six tentacles menacingly.

Since the roper is a fairly recent acquisition, it has not yet realized the utter futility of resistance. It looks threatening and would be, if freed. Actually, it is another of Max's victims being held for ransom. The roper is **Charles Blake,** a polymorphed human magic-user (AC 7; MV 12"; MU 7; hp 25; #AT 1; Dmg by weapon or spell type; S 9, I 16, W 9, D 17, C 14, Ch 10, Cm 12; AL LN).

By now, Charles has used all of his memorized spells except a *hold person* spell. He has spent his every waking moment experimenting with roper speech patterns and now feels certain that he can cast a spell that has only verbal components. When he sees a character whom he feels might be able to help him, he casts his *hold person* spell, hoping that the victim will become curious and discover his plight. Treat the attempt as a normal spell but limit the duration to 1-2 rounds, during which the "roper" appears to be begging or pleading for aid.

Since he was asleep when he was captured, Blake doesn't know much about his kidnappers. He awoke in his present form and has used all his spells in futile attempts to free himself.

If freed and restored to his normal form, Blake claims a *cloak of protection +1* and a *sling of seeking +2* as his magical items. He is enormously grateful if rescued and attempts to convince the PCs to let him join their group.

27. Umber Hulk. This strong wagon contains a miserable-looking **umber hulk** (AC 2; MV 6"; HD 8+8; hp 45; #AT 3; Dmg 3-12/3-12/2-10; SA confusion; AL CG). It mournfully stares at the outside world and attempts to make eye contact with passersby.

Anyone who stares at the umber hulk's four eyes must make a saving throw vs. spells or become confused for 3-12 rounds. Such victims become the likely targets of pickpockets.

Should an elf walk near the cage, the umber hulk becomes highly animated, as if begging or pleading for help. If these actions don't attract attention, the creature attempts to talk to the elf (failing, of course).

The umber hulk is really one of Mordo's most recent victims, a female high elf named **Fanaransty** (AC 7; MV 12"; F5/T10; hp 45; #AT 1; Dmg by weapon type; S 15, I 10, W 10, D 17, C 14, Ch 10, Cm 17; AL CG). She is being held for a ransom of 20,000 gp. In her present form, she is unable to speak properly; thus, any speech yields only very crude information.

Should the party experience great difficulty in unraveling the module, the DM can exaggerate Fanaransty's actions. A *know alignment* spell shows the umber hulk's alignment is not as expected. If freed, the elf claims a *cloak of elvenkind, boots of elvenkind,* a set of *chain mail +3,* a *long sword +3,* and a *shield +4.* She rewards the party as the DM wishes. If asked, she can tell the

party about some of Mordo's kidnapping plots that she has overheard.

28. Minotaur. This large wagon houses a trained **minotaur** (AC 6; MV 12"; HD 6+3; hp 40; #AT 2; Dmg 2-8 or 1-4/by weapon type; SD surprised only on a 1; AL CE; speaks only minotaur). He was taught to continually growl at onlookers, to add to the excitement. (If he is successful in scaring the crowds, he gets extra rations.)

29. Owlbears. Two young **owlbears** (AC 5; MV 12"; HD 5+2; hp 25, 20; #AT 3; Dmg 1-6/1-6/2-12; SA hug; AL N; Size M, not fully grown) are securely caged in this rather large wagon.

30. Crocodiles. This wagon is landscaped with a miniature pond and is home to two **normal crocodiles** (AC 5; MV 6"//12", HD 3; hp 20, 15; #AT 2; Dmg 2-8/1-12; AL N) that generally ignore everyone.

31. Dragonne. This large, rugged wagon houses a fierce **dragonne** (AC 6/2; MV 15"/9"; HD 9; hp 60; #AT 3; Dmg 1-8/1-8/3-18; SA roar; AL N). Three inside cage walls are partially soundproofed with heavy tapestries. The viewing opening in the fourth wall (facing east) is 5' long and 2' wide. Iron bars spaced at 6" intervals block the opening. The dragonne paces its cage continually.

When anyone is around, there is a 2 in 6 chance that the dragonne will roar. Due to the sound baffling, only those people immediately in front of the viewing window have any chance to be stunned. Everyone standing in this position should roll 1d20. Anyone who rolls more than his constitution score is stunned for 1d4 rounds. Stunned circusgoers are excellent marks for pickpockets and the like. The rest of the people at the circus hear only a loud roar that blends with all the other exotic sounds.

32. Private Wagon. This is the private quarters of 10 zookeepers. Half of them are on duty at any given time, tending to the needs of the zoo animals. Their leader is Boss Hagart, who lives in wagon 58 (see the Circus Personnel section for their statistics).

33-35. Food Wagons. Each wagon holds food for the zoo animals.

36. Draft Horse Area #1. This area contains 60 **draft horses** (AC 7; MV 12"; HD 3; #AT 1; Dmg 1-3; AL N), each hobbled and tied by the bridle to a stake. They are used to pull the wagons and perform heavy labor. There are 10 **light riding horses** (AC 7; MV 24"; HD 2; #AT 2; Dmg 1-4/1-4; AL N) mixed in among their larger relatives. A security guard is always on duty here. Any NPC captured by Mordo's agents will be put here, *polymorphed* into a draft horse.

37. Draft Horse Area #2. This area contains 50 draft horses and is similar to area 36.

38. Draft Horse Area #3. This area contains 50 draft horses and is similar to area 36.

39-40. Food Wagon. Each wagon holds horse feed.

41. Animal Trainers' Wagon. This wagon houses the gear for 10 animal trainers and their leader, Boss Jorg. Several trainers are standing around, awaiting their next assignment. They are friendly to all circus visitors.

Each animal trainer is treated as a normal hand, except that they are skilled at both training and handling various animals, those that perform in the circus acts and those on display in the wagons. These men periodically check up on all of the animals, including those on display. The trainers live in wagons 59 and 60, and Boss Jorg lives in wagon 58 (see the Circus Personnel section for their statistics).

42. Black Bears. This wagon houses the two trained **black bears** (AC 7; MV 12"; HD 3+3; hp 18, 15; #AT 3; Dmg 1-3/1-2/1-6; SA hugs for 2-8 hp damage; AL N) that perform in the big-top shows. They are always here when not performing in the ring. The bears will not harm people under normal circumstances, but their cage is locked at all times and a security guard stands beside it.

43. Trained Horses. This wagon is home to the two highly trained **horses** (AC 7; MV 18"; HD 2+2; hp 12, 10; #AT 3; Dmg 1-6/1-6/1-3; AL N) that perform in the big-top shows. They can be found here when not performing in the ring.

44. Elephant Area. Two trained **elephants** (AC 6; MV 12"; HD 10; hp 49, 42; #AT 5; Dmg 2-12/2-12/2-12/2-12/2-12; AL N) are tethered here, exotically decorated for their big-top performance. They do not harm visitors and are very docile. When not performing, they are used for heavy labor.

45. Great Cats. This wagon houses the trained cats: two **lions** (AC 5/6; MV 12"; HD 5+2; hp 27, 22; #AT 3; Dmg 1-4/1-4/1-10; SA rear claws for 2-7/2-7; SD surprised only on a 1; AL N) and two **tigers** (AC 6; MV 12"; HD 5+5; hp 32, 27; #AT 3; Dmg 2-5/2-5/1-10; SA rear claws for 2-8/2-8; SD surprised only on a 1; AL N). They are part of the big-top show and are caged here when not performing. Their cage is kept locked, and a security guard stands in front of the cage at all times.

46. Performers' Wagon. This wagon is home to the six normal hands who perform with and train the bears, the great cats, the horses, and the elephants. If not performing, they can be found lounging around the wagon and are very friendly.

47. Trapeze Artists' Wagon. This wagon is home to four aerialists who perform amazing feats in the big-top show.

48. Gymnasts' Wagon. This wagon is home to four gymnasts who perform in the big-top show.

49. Clown Wagon. This is a special wagon for six men who, at times, wander about the grounds disguised as clowns. They do silly actions for laughs while they carry out their clandestine orders. They are really the four Zu-Zu tribesmen and the assassins Rox and Len (see the Circus Personnel section for particulars). Their personal quarters are wagon 70 for the tribesmen and wagon 69 for the assassins.

50. Disguise Wagon. This wagon is used as a disguise headquarters for four men who wander about the grounds dressed as clowns. Although the spellcasters Bombast and Fred are usually involved with the big-top action, they do play clowns as needed. The assassins Carl and Ham frequently pretend to be clowns while they carry out Mordo's nefarious schemes. See the Circus Personnel section for particulars. Carl and Ham live in wagon 69, Bombast and Fred in wagon 72.

51. Clowns' Wagon. This wagon is home to five normal hands who wander about the grounds dressed as clowns. They attempt to do silly actions for laughs. They are real clowns and do not take part in Mordo's evil plots.

52-53. Food Storage Wagon. Each wagon holds food for the circus people, and the contents are worth 1,000 gp.

Private Wagons Section

54. Sister Selba, 8th-level cleric who runs the First-Aid Station (wagon 17). On a table are two unopened jars of *Keoghtom's ointment* for real emergencies. A properly labeled *periapt of wound closure* lies beside the jars.

55. Ten workers. These are led by Boss Jake.

56. Ten workers. These are led by Boss Jake.

57. Three low-level clerics that work in the first-aid station (wagon 17). Their leader lives in wagon 54.

58. Boss Hagart, Boss Jake, and Boss Jorg.

59. Five animal trainers (wagon 41).

60. Five animal trainers (wagon 41).

61. Seven normal hands.

62. Food station personnel from wagon 14 and three more normal hands.

63. The ettin who works in the freak show (wagon 18).

64. Fun house and information booth personnel (wagons 11 and 16) and four more normal hands.

65. Ten security guards (4th-level monks).

66. Ten security guards (4th-level monks).

67. Eleven security guards (4th-level monks).

68. Seven security guard leaders (8th-level monks).

69. Assassins Carl, Rox, Len, and Ham. Numerous disguises lie about this wagon. Four locked and poison-needle-trapped chests contain 5,018 gp, 3,052 gp, 4,120 gp, and 2,310 gp. In addition, one chest also contains 10 vials of poison.

70. Four Zu-Zu tribesmen. Their wagon contains a quantity of blowguns, tiny darts, and vials of special jungle poison.

71. Assassins Zom, Ted, and Bim. Zom runs the public food station (wagon 14). Ted is the ticket seller (wagon 1). Bim runs the chariot race (area 8).

72. Bombast and Fred. At times, these spell-casters pose as clowns and operate from wagon 50. Much of their time, however, is spent assisting the ringmaster, Bubur, in the big top (area 2).

73. Able, the assassin who runs the House of Horrors (wagon 13). His quarters are littered with his private collection of macabre items, objects too gruesome to be on public exhibit.

74. Bobo, 12th-level fighter and boss of all the normal working men of the circus. The other leaders report to him. Thus, he is in charge of the day-to-day running of the circus, including set up and take down activities, travel, and the like. He has a large, poison-needle-trapped chest that contains 12,000 gp.

75. Samuel, 10th-level illusionist; **Hank,** 17th-level magic-user; and **Aaron,** 8th-level magic-user. All three are normally found running the affairs of the big top (area 2). Hank is Mordo's right-hand man. He owns a large, *invisible,* poison-needle-trapped chest that contains 24,367 gp and a *crystal ball.*

76. Brother X, 12th-level leader of the monks who provide security for the circus. He is normally found wandering about the grounds, instructing his monk trainees. He keeps a simple locked chest containing the monastery's earnings, which currently total 15,349 gp.

77. Bubur, 15th-level illusionist and the circus's ringmaster. He is normally found in the big top (area 2). A poison-needle-trapped box holds a *wand of illusion* with 54 charges, a *wand of illumination* with 23 charges left, and a *wand of magic detection* with 43 charges remaining. A locked chest that has been made *invisible* by an *alter reality* spell holds 23,548 gp.

78. Mag, Mordo's financial manager and 12th-level leader of the assassins. He normally roams the grounds, keeping an eye out for likely victims. He keeps 30,000 gp worth of various coins and gems in a large chest that is triply booby trapped. There is the usual poisoned-needle trap, which is encountered first. He has also installed a poisoned dagger that springs out whenever anyone attempts to either open the chest or remove the needle trap. If these traps are bypassed and the chest is opened, poison gas spews forth to fill the entire wagon. A failed saving throw for any of these poisons means death; Mag takes no chances. The chest also contains 10 vials of poison and three potions of *neutralize poison.* Mag carries all his other magical items on his person.

79. Max Mordo, 20th-level magic-user and owner of the Jingling Mordo Circus (see the Circus Personnel section for his statistics). Max usually roams the circus grounds in search of victims or to check up on his employees.

Just inside the door of this opulently furnished wagon is one of three red dragon statues. Unless the passwords "burn me" are spoken immediately upon entering, the statue breathes a ball of fire, acting like a *fire ball* cast at the 20th level with zero range. The wagon and its contents, however, have been magically protected and are not damaged. The statue can only breathe fire once per day. It is worth 20,000 gp. Consider the statue as AC 0, taking 50 hp damage before being destroyed.

In one corner behind the statue is a *staff of the magi* with 15 charges. Three boxes lie on a small table near the door. They contain a *wand of fear* with 24 charges, a *wand of flame extinguishing* with 43 charges, and a *wand of frost* with 29 charges.

In the middle section of the wagon are five large, locked chests. Each is protected by a common poisoned-needle trap. The poisoned needles are not, however, the main traps. Hidden beyond the chests, behind a stack of rags, is another red dragon statue. If anyone tampers with the chests without saying

the usual passwords, it breathes a cone of fire (as above).

Chest 1 contains 50 packets of *dust of disappearance*. Chest 2 contains 20,000 gp in assorted gems. Chests 3, 4, and 5 contain 10,154 cp, 11,539 sp, and 15,697 gp, respectively.

Another small chest under Mordo's bed is trapped with a poisoned needle. Beside it stands the third red dragon statue. If the chest is touched in any way, the statue breathes fire unless the passwords given above are spoken within five seconds. This chest contains 10 magical rings. One is a *ring of wishes* with two *wishes* left. The other rings include: *protection +3, fire elemental command, fire resistance, human influence, animal control, invisibility, warmth, X-ray vision*, and *sustenance* (the exact types can be modified by the DM).

On a small central table, hidden under a pile of clothes, sits a *crystal ball with ESP*.

Circus Personnel

Non-Combatants

The following are non-combatants except in highly unusual circumstances:

10 animal trainers (wagon 41).
4 gymnasts (wagon 48).
4 trapeze artists (wagon 47.)
6 animal act performers (wagon 46).
10 zookeepers (wagon 32).
6 freaks (wagon 18).

Unless otherwise mentioned, treat them as normal workers (see below).

Daily Operations Staff

21 normal hands: AC 10; MV 12"; zero-level humans; hp 4; #AT 1; Dmg by weapon type; AL N. They carry 1-6 sp each and have hidden daggers, but fight only in self-defense.

20 workers: AC 10; MV 12"; F1; hp 8; #AT 1; Dmg by weapon type; AL N. They carry long swords and 10 gp in belt pouches. These workers live in wagons 55 and 56.

Bobo, leader of daily operations: AC −1, MV 12"; F12; hp 100; #AT 2; Dmg by weapon type, S 18, I 13, W 12, D 10, C 15, Ch 16, Cm 12; SA double specialization in long sword; AL NE. He wears *bracers of defence AC 2* and *a ring of protection +3*. He carries a *long sword +5, ring of invisibility*, and a *rod of lordly might* with 15 charges remaining. He carries 150 gp in a belt pouch and sleeps in wagon 74. Bobo is a huge man who is quite vain about his strong muscles. Thus, he wears only pants and boots, displaying his broad bare chest for all to admire. He does not take part in the clandestine operations.

Boss Jorg: AC 6; MV 12"; F4; hp 40; #AT 3/2; Dmg by weapon type; SA specialized in short sword; S 17, I 10, W 12, D 12, C 15, Ch 15, Cm 12; AL N. He wears *bracers of defense AC 6*, carries a *short sword +1*, and has 200 gp. He is in charge of the animal trainers (wagon 41) and lives in wagon 58.

Boss Jake: AC 6; MV 12"; F4; hp 40; #AT 3/2; Dmg by weapon type; SA specialized in short sword; S 17, I 10, W 12, D 12, C 15, Ch 15, Cm 12; AL N. He wears *bracers of defense AC 6*, carries a *short sword +1*, and has 200 gp. He is in charge of the workers from wagons 55 and 56, and lives in wagon 58.

Boss Hagart: AC 6; MV 12"; F4; hp 40; #AT 3/2; Dmg 1-6 +5; SA specialized in the short sword; S 18, I 10, W 12, D 12, C 15, Ch 15, Cm 12; AL N. He wears *bracers of defense AC 6*, carries a *short sword +1*, and has 200 gp. He is in charge of the zookeepers (wagon 32)

and lives in wagon 58.

Ted: AC 4; MV 12"; A3; hp 18; #AT 2; Dmg by weapon type + poison; SA uses dagger in left hand at −3 penalty and short sword in right hand at −1 penalty to hit, attack from behind does double damage, can assassinate; D16, all other statistics unremarkable; AL NE. He wears *bracers of defense AC 6*, carries a *short sword +1*, and a hidden *dagger of venom*. His belt pouch contains 30 gp. Ted runs the main ticket booth (wagon 1) and lives in wagon 71.

Bim: AC 4; MV 12"; A3; hp 18; #AT 1; Dmg by weapon type + poison, SA attack from behind does double damage, can assassinate; D16, all other stats unremarkable; AL NE. He wears *bracers of defense AC 6*, carries a *dagger of venom* hidden in his right boot, and has 30 gp in a belt pouch. Bim runs the chariot races (area 8) and lives in wagon 71.

Adolf: AC 6; MV 12"; F3; hp 30; #AT 1; Dmg by weapon type; SA double specialization with dagger; S 18, I 10, W 8, D 9, C 16, Ch 7, Cm 8; AL CE. He wears *bracers of defense AC 6*. A dagger is hidden in his left boot, and his money pouch contains 100 gp. Adolf runs the bell ringing contest (wagon 12).

Able: AC 3; MV 12"; A3; hp 20; #AT 1; Dmg by weapon type + poison; SA attack from behind does double damage, can assassinate; C 16, D 17, all other statistics unremarkable; AL NE. He wears *bracers of defense AC 6* and carries a hidden *dagger of venom*. His belt pouch contains 110 gp. Able runs the House of Horrors (wagon 13) and lives in wagon 73.

Winfred Bowlbottom: AC 6; MV 12"; F4; hp 30; #AT 2 (with bow); Dmg by weapon type; SA short bow specialist; S 10, I 9, W 12, D 18, C 13, Ch 12, Cm 13; AL CN. Winfred is a halfling who wears no armor and carries a short bow. His belt pouch has 35 gp. He runs the archery contest (area 19) and sleeps in the wagon there.

Zom: AC 4; MV 12"; A3; hp 18; #AT 1; Dmg by weapon type + poison; SA attack from behind does double damage, can assassinate; C 17, D 16, all other statistics unremarkable; AL NE. He wears *bracers of defense AC 6* and carries a hidden *dagger of venom*. His belt pouch has 100 gp. When required, Zom uses a 24-hour delayed-action food poison. He runs the food station (wagon 14) and lives in wagon 71.

Security Forces

31 security patrol guards: AC 7; MV 18"; M4; hp 16; #AT 5/4 with open hand, 1 with weapon; Dmg 1-6 or by weapon type; AL LN. Each guard carries 2 gp in a belt pouch. They all wear identical light blue robes and live in wagons 65-67.

7 security patrol captains: AC 4; MV 22"; M8; hp 30; #AT 3/2 with open hand, 1 with weapon; Dmg 2-12 or by weapon type; SD heal self for 3-6 hp; AL LN. Each captain carries 5 gp in a belt pouch. They wear identical deep blue robes and live in wagon 68.

Brother X, security patrol leader: AC −4; MV 26"; M12; hp 50; #AT 5/2 with open hand, 1 with weapon; Dmg 4-16 or by weapon type; SD heal self for 7-10 hp; S 15, I 14, W 15, D 16, C 14, Ch 17, Cm 14; AL LN. He has a *ring of protection +3*, and an *amulet of displacement*. Brother X carries 10 gp in a belt pouch and wears a cobalt blue robe. He lives in wagon 76.

The Sisters of the Holy Cross

Sister Selba, their leader: AC 3; MV 12"; C8; hp 55; #AT 1; Dmg by weapon type; S 10, I 12, W 17, D 15, C 13, Ch 17, Cm 14; AL LN. She wears *bracers of defense AC 4* and a *ring of spell storing (cure serious wounds, cure disease, cure blindness,* and *neutralize poison)*. Sister Selba carries a *quarterstaff +1* and a *staff of curing* with 14 charges remaining. She also has three *potions of extra healing*. Her belt pouch contains 320 gp. Sister Selba's spells include: *cure light wounds* (x4), *ceremony, slow poison, hold person* (x2), *detect life, aid, cure blindness, cure disease, death's door, remove curse, cure serious wounds* (x2), *neutralize poison*.

Sister Sarah: AC 3; MV 12"; C5; hp 33; #AT 1; Dmg by weapon type; S 11, I 11, W 17, D 15, C 12, Ch 15, Cm 15; AL LN. She wears *bracers of defense AC 4* and carries both a *staff of curing* with 18 charges remaining and a quarterstaff. Her money pouch holds 129 gp. Sister Sarah's spells include: *cure light wounds* (x4), *purify food and drink, slow poison, hold person* (x2), *detect life, aid, cure disease, death's door*.

Sister Patricia: AC 5; MV 12"; C3; hp 18; #AT 1; Dmg by weapon type; S 9, I 11, W 16, D 15, C 14, Ch 14, Cm 15; AL LN. She wears *bracers of defense AC 6*, carries a quarterstaff, and has 65 gp in a pouch. Her spells include: *cure light wounds* (x4), *slow poison, hold person, aid*.

Sister Mabel: AC 10; MV 12"; C1; hp 7; #AT 1; Dmg by weapon type; S 13, I 10, W 16, D 13, C 11, Ch 11, Cm 12; AL LN. She carries a quarterstaff and a pouch containing 12 gp. Sister Mabel can use three *cure light wounds* spells.

Big Top Showmen

Bubur, the Ringmaster: AC −11; MV 12"; I15; hp 55; #AT 1; Dmg by spell or weapon type; S 10, I 18, W 13, D 18, C 15, Ch 17, Cm 15; AL LE. He wears *bracers of defense AC 2*, a *ring of protection +3*, a *hat of displacement*, a *cloak of protection +4*, and a *ring of human influence*. He carries a *ring of invisibility*, five packets of *dust of disappearance*, a *wand of conjuration* with 25 charges, and a *rod of absorption* that can absorb 33 spell levels and can currently shoot 10 spell levels. The wand and the rod appear as canes appropriate for a ringmaster. He carries 100 gp in a belt pouch.

Bubur is a showman, and he dresses only in the finest black suit complete with his magical stovepipe hat. He is 60 years old and looking forward to retirement. If seriously threatened, he is very likely to surrender to save his own skin, for who would dare harm the magnificent ringmaster? He lives in wagon 77.

Bubur's currently memorized spells include: *chromatic orb, color spray, audible glamer, detect invisibility, detect illusion, alter self, detect magic, improved phantasmal force, mirror image, fog cloud, dispel illusion, wraithform, paralyzation, fear, dispel magic, confusion, phantasmal killer, shadow monsters, advanced illusion, projected image, true sight, mirage arcane, alter reality, shadow walk*.

Hank, Mordo's second in command: AC −11; MV 12"; MU17; hp 65; #AT 1; Dmg by spell or weapon type; S 14, I 18, W 14, D 18, C 16, Ch 16, Cm 14; AL NE. He wears *bracers of defense AC 2*, a *ring of protection +3*, a *headband of displacement*, and a *cloak of protection +4*. He carries a *ring of invisibility*, two packets of *dust of disappearance*, a *wand of polymorphing* with 25 charges, a *wand of fire balls* with 33 charges, a *helm of teleportation*, and a belt pouch containing 123 gp. He lives in wagon 75.

Hank is only 30 years old and still youthful looking. He wears a fancy black suit when assisting in the big top.

Otherwise, he dons nondescript pants and shirts. Hank is a coldly calculating individual who is only using the circus as a stepping stone in his career. For now, he is content to learn as much as Max will teach him. Together, they have made several magical items. Under no circumstances will Hank risk his neck to save Max or the others. However, he will assist them until the last moment before making a hasty exit. Depending on the circumstances, he may attempt to take as much treasure as possible when he departs, but he is prepared to lose it all to save his own skin.

Hank's currently memorized spells include: *sleep, magic missile, charm person, burning hands, read magic, detect invisible, ESP, know alignment, forget, stinking cloud, dispel magic, fireball, hold person, lightning bolt, phantasmal force, charm monster, confusion, minor globe of invulnerability, polymorph other, wall of fire, cloudkill, cone of cold, hold monster, wall of force, feeblemind, disintegrate, control weather, death spell, teleport without error, delayed blast fireball, limited wish, maze, mass charm.* His spell books also include *enchant an item* and *permanency* spells.

Bombast: AC −5; MV 12"; MU10; hp 50; #AT 1; Dmg by spell or weapon type; S 12, I 18, W 12, D 16, C 16, Ch 15, Cm 13; AL NE. He wears *bracers of defense AC 2*, a *ring of protection +3*, and a *cloak of protection +2*. He carries a *ring of invisibility*, a *wand of flame extinguishing* with 27 charges and a belt pouch containing 100 gp. Bombast is 40 years old and very fat. He generally wears a partial clown's costume and lives in wagon 72.

Bombast's currently memorized spells include *dancing lights, magic missile, detect magic, friends, invisibility, audible glamer, know alignment, magic mouth, suggestion, phantasmal force, hold person, fear, confusion, teleport, cone of cold.*

Aaron: AC −2; MV 12"; MU8; hp 30; #AT 1; Dmg by spell or weapon type; S 10, I 17, W 10, D 16, C 15, Ch 13, Cm 12; AL NE. He wears *bracers of defense AC 4*, a *ring of protection +2*, and a *cloak of protection +2*. He carries a *ring of invisibility* and 45 gp in a belt pouch. Aaron is 33 years old and generally wears a partial clown's costume. He lives in wagon 75.

His currently memorized spells include: *spider climb, magic missile, detect magic, feather fall, mirror image, web, rope trick, fireball, phantasmal force* (x2), *polymorph other, wall of fire.*

Samuel: AC −5; MV 12"; I10; hp 40; #AT 1; Dmg by spell or weapon type; S 10, I 17, W 12, D 17, C 17, Ch 15, Cm 12; AL CE. He wears *bracers of defense AC 4* and a *ring of protection +6*, and carries a *ring of invisibility* and 45 gp in a belt pouch. Samuel is 29 years old and very thin. He wears ridiculous costumes that are totally out of place. Secretly, he desires to be considered a funny, witty man, but he fails utterly! He lives in wagon 75.

His currently memorized spells include: *chromatic orb, detect invisible, hypnotism, phantasmal force, spook, detect magic, improved phantasmal force, ventriloquism, fascinate, paralyzation, wraithform, suggestion, phantasmal killer, emotion, chaos.*

Fred: AC −2; MV 12"; I8; hp 25; #AT 1; Dmg by spell or weapon type; S 9, I 17, W 10, D 16, C 15, Ch 12, Cm 10; AL NE. He wears *bracers of defense AC 4* and a *ring of protection +4*, and carries a *ring of invisibility* and 25 gp in a belt pouch. Fred is 31 years old and wants to become a ringmaster with his own circus. He is a pest, always tagging along after Burbur and continually asking questions. Fred lives in wagon 72.

His currently memorized spells include: *chromatic orb, color spray, wall of fog, phantasmal force, mirror image, improved phantasmal force, blindness, fear, paralyzation, solid fog.*

Clandestine Operations Staff

Mag, leader and financial manager: AC −8; MV 12"; A12; hp 70; #AT 1; Dmg by weapon type + poison; S 17, I 15, W 15, D 17, C 16, Ch 15, Cm 13; SA uses poison freely, back stab does quadruple damage; can assassinate; PP 85, OL 77, FT 65, MS 83, HS 68, HN 30, CW 99, RL 50; AL NE. He wears *bracers of defense AC 2*, an *earring of protection +3*, a *necklace of displacement*, a *cloak of protection +3*, and an *amulet of proof against detection and location.* For special clandestine actions, he has a *ring of silence, 15' radius* that can be activated twice per day and acts as the spell cast at the 10th level. He carries a *dagger of venom* in his right boot, a *long sword +5* with poison on the blade, a *ring of invisibility*, 10 packets of *dust of disappearance*, a *wand of magic detection* with 26 charges, and a belt pouch containing 100 gp. He lives in wagon 78.

Mag is 43 years old and extremely crafty and sly. No one, except Max Mordo, either trusts him or knows his true opinions and feelings. He always appears in public dressed as a wealthy financier. He is a fastidious planner and leaves nothing to chance. Emotionally, he is totally cold-hearted and can tell lies with finesse.

Four Zu-Zu Tribesmen: AC 6; MV 12"; F5; hp 50, 47, 44, 40; #AT 3/2 at two needles per attack; Dmg 3 + poison; SA specialized in blowguns with poisoned needles, hit causes sleep for 1d20 rounds, save at +8 penalty; S 14, I 9, W 8, D 18, C 13, Ch 8, Cm 7; AL LE. They carry 300 gp each and are treated royally. While on an expedition many years ago, Max discovered a tribe of jungle natives that used a special poison. Since Max *charmed* their chief, he gets the best tribesmen. These Zu-Zu folk are 4' tall, live in wagon 70, and are fearless killers.

Carl: AC −3; MV 12"; A10; hp 60; #AT 1; Dmg by weapon type + poison; SA stab from behind does quadruple damage; can assassinate; PP 70, OL 67, FT 55, MS 67, HS 54, HN 25, CW 96, RL 40; S 14, I 13, W 14, D 17, C 16, Ch 15, Cm 15; AL NE. He wears *bracers of defense AC 2* and a *ring of protection +2*. He carries a *long sword +4* with a poisoned blade, a *ring of invisibility*, 10 packets of *dust of disappearance*, and a belt pouch containing 58 gp. Carl prides himself on his ability to appear so common that he goes unnoticed. He lives in wagon 69.

Rox: AC 2; MV 12"; A8; hp 45; #AT 1; Dmg by weapon type + poison; SA stab from behind does triple damage; can assassinate; PP 55, OL 52, FT 45, MS 47, HS 37, HN 20, CW 92, RL 80; S 13, I 12, W 14, D 16, C 16, Ch 14, Cm 12; AL NE. He wears *bracers of defense AC 4* and carries a *long sword +3* and two packets of *dust of disappearance*. Rox is tall with hard muscles. Although he jokes about nearly everything, he is not to be trusted. He has 42 gp in a belt pouch and lives in wagon 69.

Len: AC 4; MV 12"; A6; hp 35; #AT 1; Dmg by weapon type + poison; SA stab from behind does triple damage; can assassinate; PP 45, OL 37, FT 35, MS 33, HS 25, HN 15, CW 88, RL 20; S 12, I 13, W 15, D 15, C 15, Ch 13, Cm 11; AL NE. He wears *bracers of defense AC 5* and carries a *long sword +2*, a *ring of invisibility*, and a belt pouch with 18 gp.

He smokes a pipe almost continuously, is very thin, and is quite sneaky. He lives in wagon 69.

Ham: AC −1; MV 12"; A9; hp 50; #AT 1; Dmg by weapon type + poison; SA stab from behind does quadruple damage; can assassinate; PP 60, OL 57, FT 50, MS 55, HS 43, HN 25, CW 94, RL 35; S 14, I 12, W 12, D 16, C 16, Ch 12, Cm 10; AL NE. He wears *bracers of defense AC 2* and a *ring of protection +1*. He carries a *long sword +4* with a poisoned blade, a *ring of invisibility*, and a *dagger of venom*, which is in his boot. Ham is fat and jovial. He has 88 gp in a belt pouch and lives in wagon 69.

Circus Owner

Max Mordo: AC −14; MV 12"; MU20; hp 75; #AT 1; Dmg by spell or weapon type; S 15, I 18, W 16, D 18, C 16, Ch 18, Cm 15; AL NE. He wears *bracers of defense AC 2*, a *ring of protection +3*, a *top hat of displacement*, a *cloak of protection +4*, an *amulet of proof against detection and location*, and a *ring of two wishes*. He carries a *staff of power* with 14 charges, a *ring of invisibility*, five packets of *dust of disappearance*, a *wand of polymorphing* with 35 charges, a *ring of human influence*, and a belt pouch containing 100 gp. Max also carries both a sap and several sleep-poisoned darts that he uses during *time stops*. He lives in wagon 79.

Max is actually 45 years old but looks like he is 60 due to magical aging from spell-casting. He is overweight but dresses only in the finest clothes that money can buy. He has a friendly personality and a scheming mind that is not without humor. Max values his circus of crime highly and will never tolerate its destruction.

His currently memorized spells include: *sleep, magic missile* (x4), *charm person, burning hands, read magic, detect invisible, ESP, know alignment, forget, darkness 15' radius, dispel magic, fireball, hold person, lightning bolt, phantasmal force, charm monster, confusion, Evard's black tentacles, polymorph other, Rary's mnemonic enhancer* (cast daily, giving three more *magic missiles*), *telekinesis, cone of cold, hold monster, wall of force, feeblemind, disintegrate, globe of invulnerability, project image, flesh to stone, teleport without error, volley, limited wish, polymorph any object, mass charm, mind blank* (cast daily on himself), *energy drain, time stop*. His spell books also include *enchant an item, permanency, wish*, and *imprisonment* spells.

Concluding the Adventure

It is quite possible that the adventurers cannot defeat Max and his group, especially if the PCs are disorganized or all at the minimum (10th) level for this adventure. They may decide that Max is too powerful an opponent for the present and may wait to get him later on when they have become more powerful. If the party takes this course and stops investigating the circus, Max lets the matter drop and soon moves on to another town.

If the PCs cannot defeat Max but can clearly demonstrate the size and scope of Mordo's evil operations with objective proof, the lawful-neutral monks and clerics abandon the circus immediately. Their defection causes Max major problems for several months. If this proof is also given to the local authorities and their aid is requested, they respond by asking Max and his circus to leave town. Only the largest cities have enough power to arrest Max and make it stick.

If the adventurers are successful in the final confrontation, one of Max's henchmen should escape to return another day. The most likely candidate is Hank. In battle, Hank stands back and casts spells. If the battle goes ill for Max, Hank *teleports* away, swearing revenge. You can bring Hank back at a later date, perhaps at a higher level himself, to seek that revenge.

The PCs might wish to confiscate the circus as well. Let them, but be sure to give them major headaches figuring out how to run such a large enterprise smoothly ("The elephants are sick." "Where do we get more food for the wild animals?" "Which town do we play next?" "Who's going to go there in advance and put up posters in the town?"). If the PCs eventually decide that the circus life is not for them, they can attempt to sell the circus and make a profit. Ω

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